



Stakes Pt.6 "Take Her Back"

1034-217

Date 04/15/15

Final Board

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board
- ☒ Design Board 04/15/15
- ☒ Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Andres Salaff

Storyboard by
Jesse Moynihan &
Ako Castuera

Animation Studio
SAEROM

APR 28 2015

ADVENTURE TIME



Pnl.

Bg.

day night

Sc.

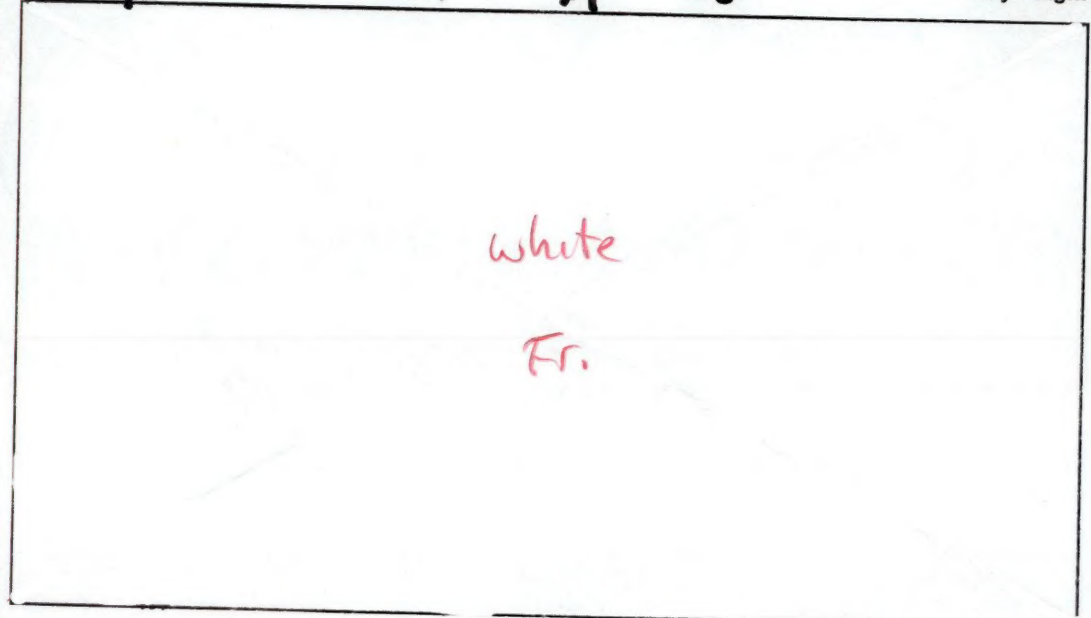
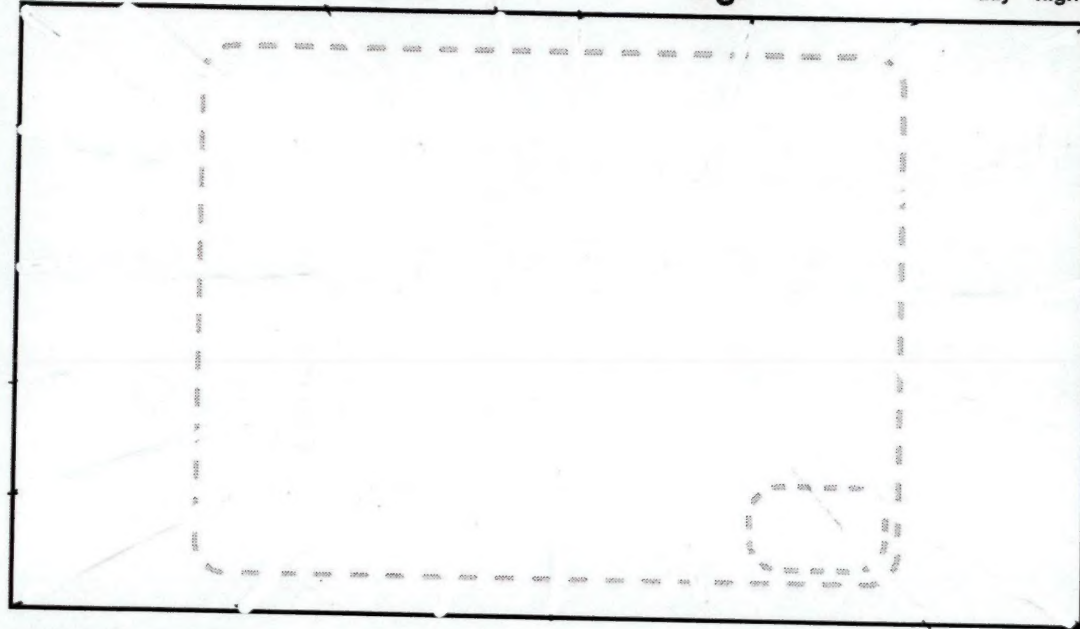
Pnl.

A

Bg.

Page

01
ANEXT
day night



white

Fr.

EPISODE # 1034-217

1034/217

Dialog:

Action:

Timing:

Start
→

FADE IN
From white

APR 28 2015

Production:

1034/217

1034/217

ADVENTURE TIME



Sc. 1 CONT

Pnl.

B

Bg.

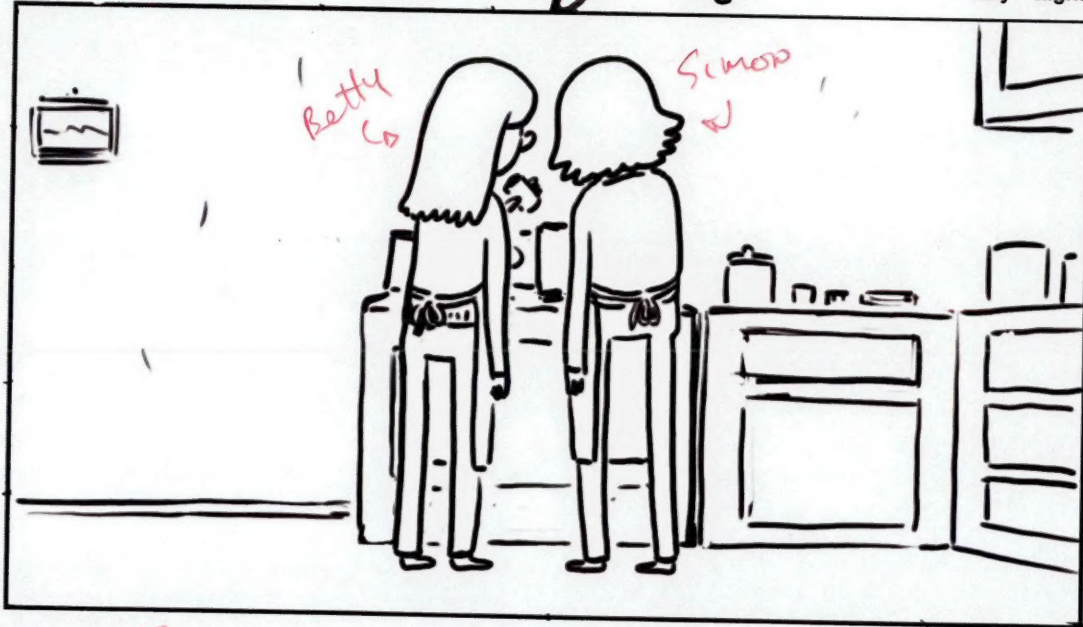
day night

Sc. 2

Pnl. A

Bg.

Page 1A
2 NEXT
day night



Dialog:

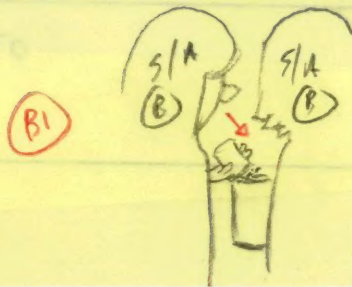
Cont
FADE
IN

(VO) (music) (Marceline a capella)
MARCELINE: ♪ Time

MARC (VO) Sweet TIME

Action:

- FADE FROM WHITE
DREAM SEQUENCE



- Simon stirs Soup
- Betty shakes spice

Timing:



(A)



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Production:

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ADVENTURE TIME

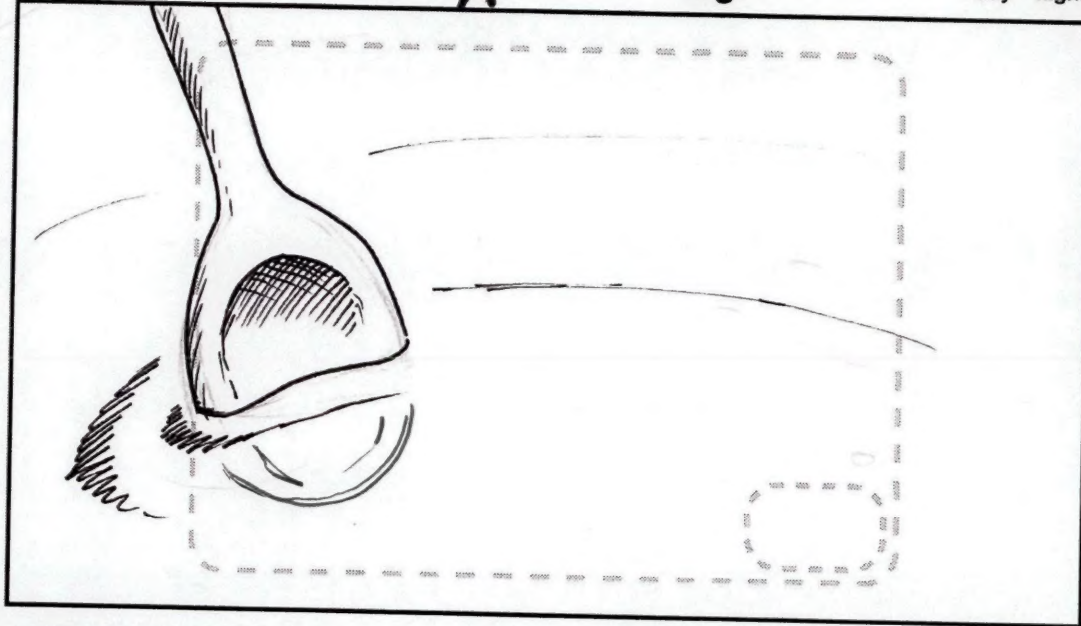


Sc. **3**

Pnl. **A**

Bg.

day night



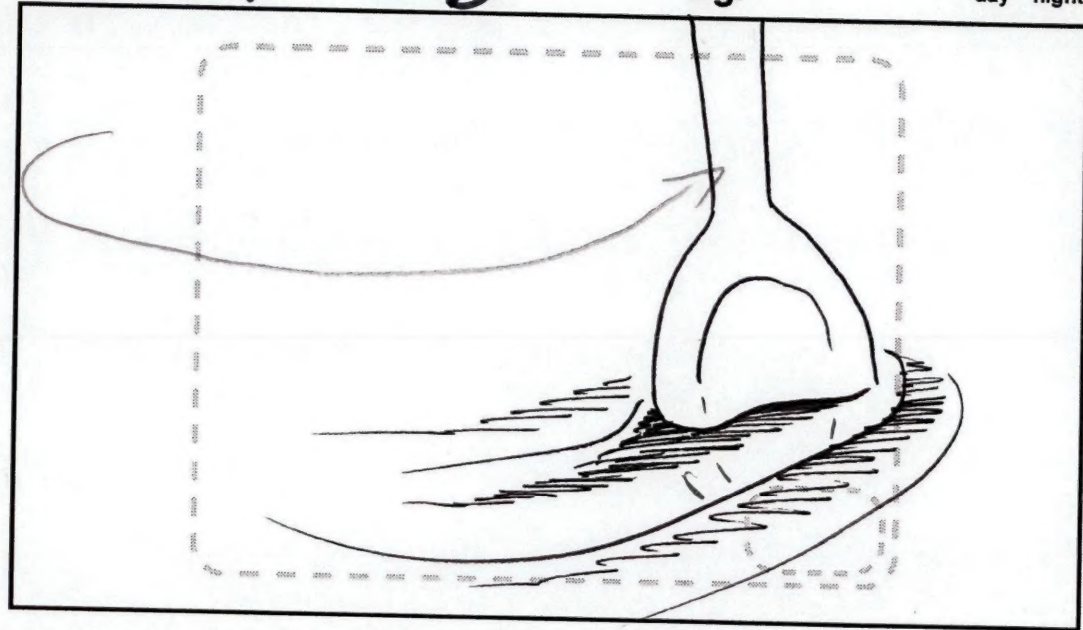
Sc. **3 CONT**

Pnl. **B**

Bg.

Page **2**

day night



Dialog:

M: (music) ^(J) Marceline w/ harmony sung by Marceline
 ♪ Don't slip away ♪

Action:

- Spoon in soup, stirring

Timing:

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Production:

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1034/217

ADVENTURE TIME



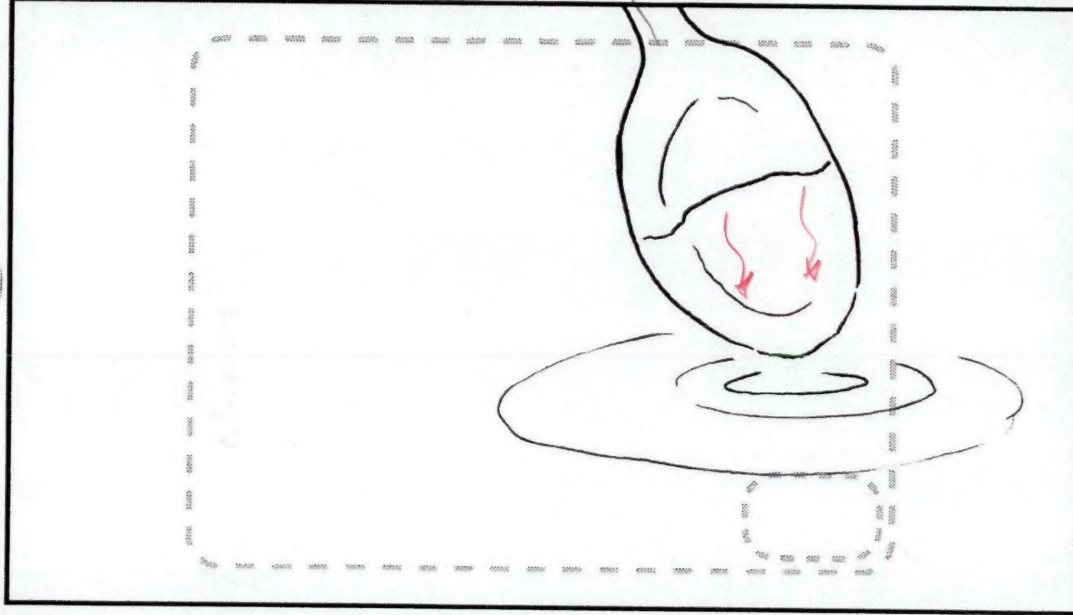
Sc. B CONT

Pnl. C

out

Bg.

day night



Sc. B CONT

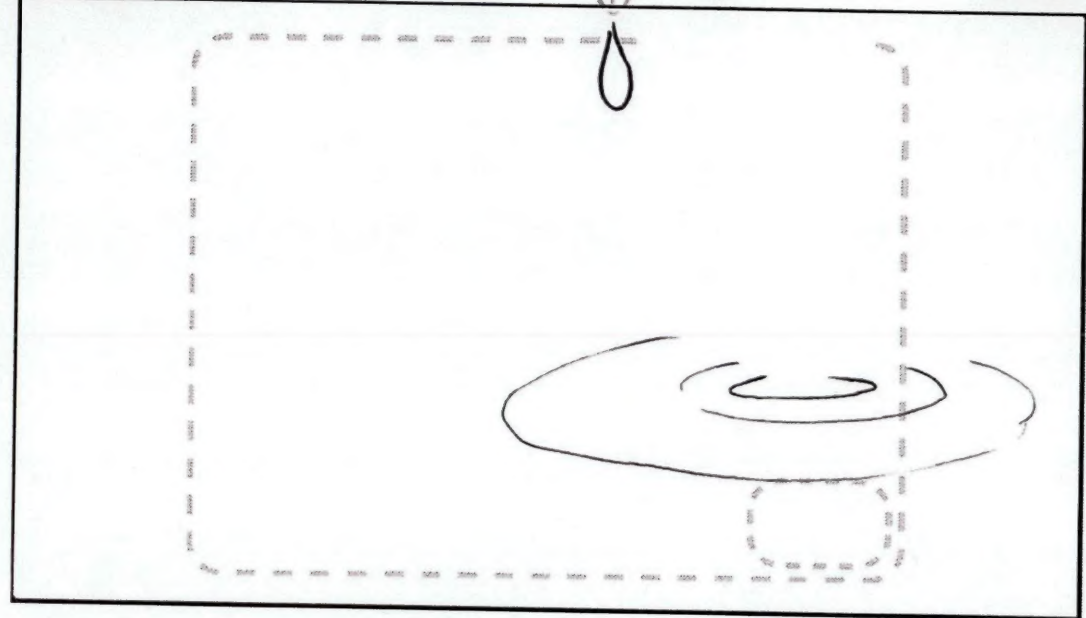
Pnl. D

IN

Bg.

Page

day night



Dialog:

M. (Song) ^(VO) from me ♪

Action:

- spoon is lifted out of soup - drop of soup falls back into soup & ripples outward

Timing:

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Production:

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1034/217

ADVENTURE TIME



Sc. **B CONT**

Pnl. E

Bg.

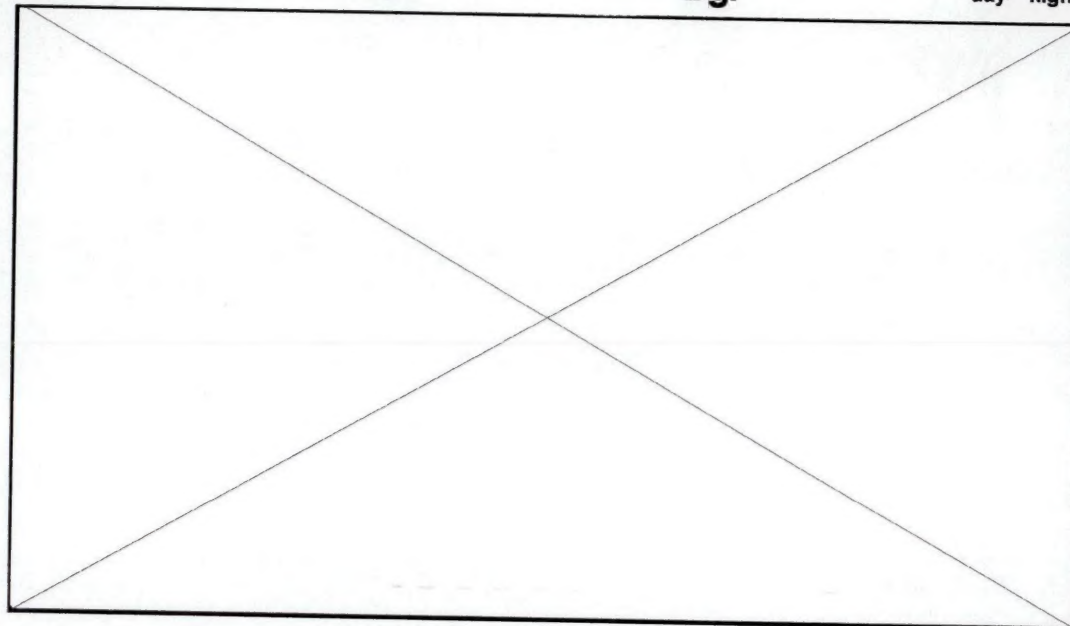
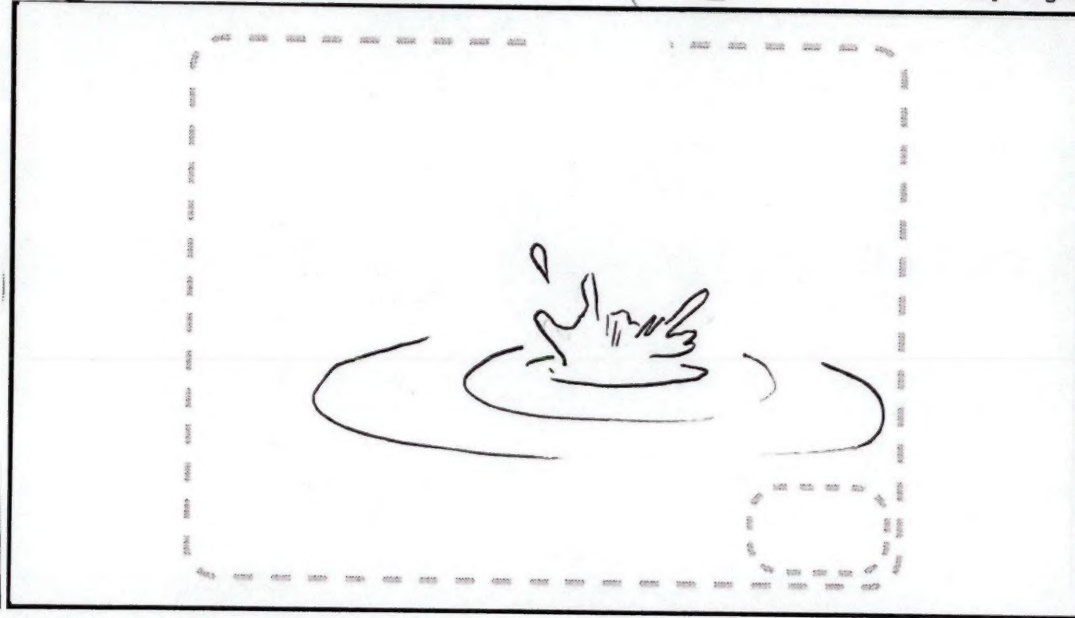
day night

Sc.

Pn'

Bg.

Page **3A**
day night **4 NEXT**



Dialog:

sfx: (plip!)

Action:

Timing:

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EPISODE #

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Production:

1034/217

1034/217

ADVENTURE TIME

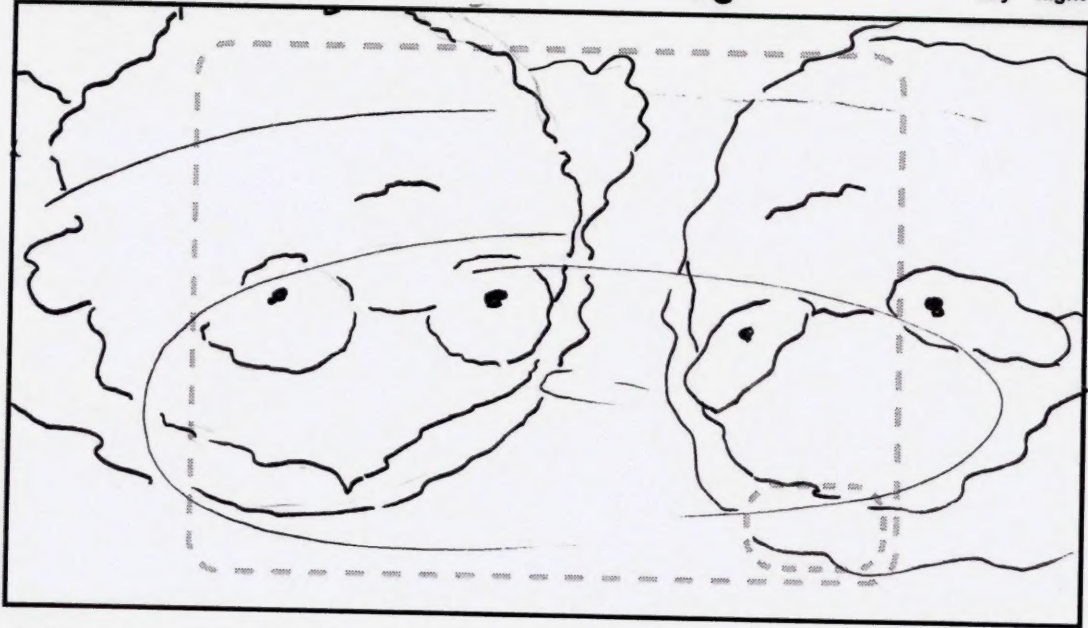


Sc. **3 CONT**

Pnl. **F**

Bg.

day night

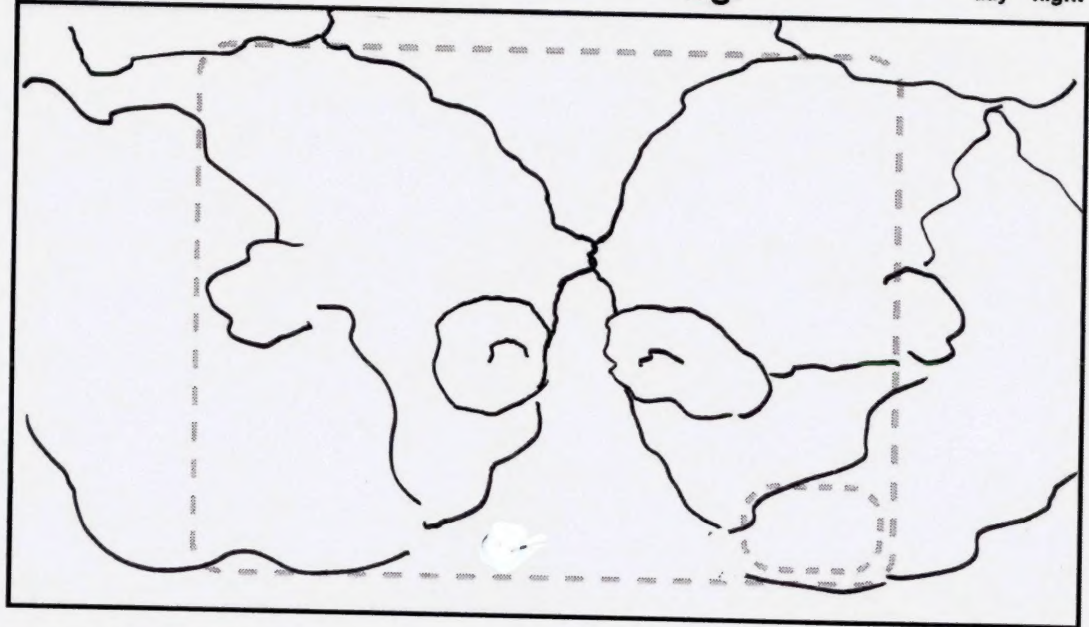


Sc. **3 CONT**

Pnl. **G**

Bg.

day night



Dialog:

(instrumental can come in here)
 M: (Song) (vo) Love, it --

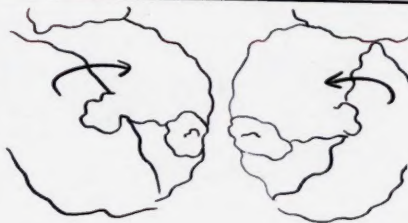
Action:

- Simon & Betty reflected upside-down in soup. they kiss.

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Timing:

(F1)



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ADVENTURE TIME

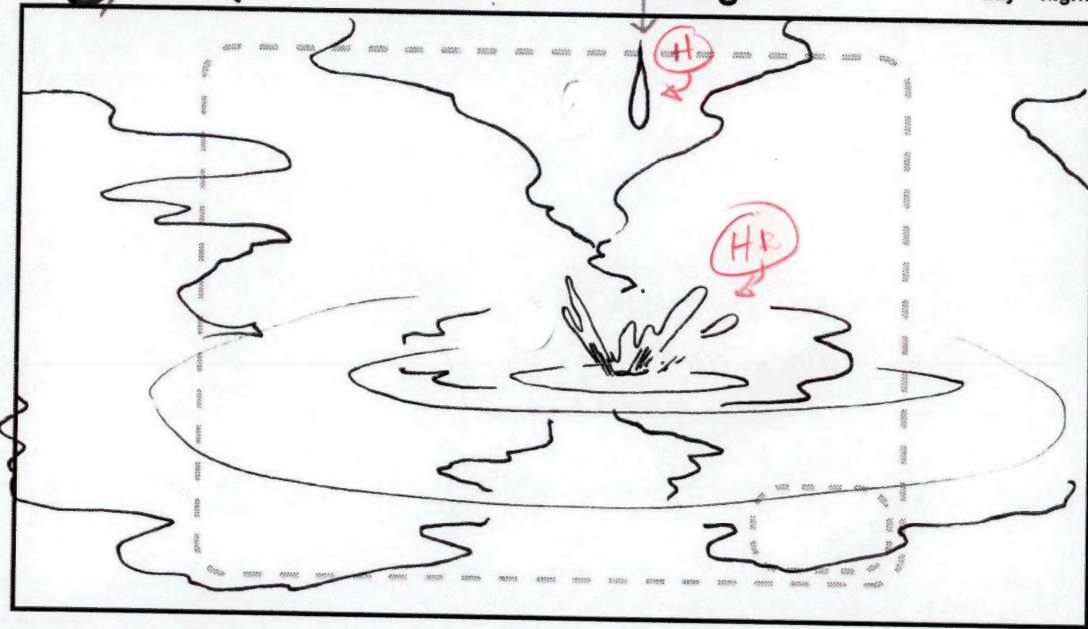


Sc. **3 CONT**

Pnl. H

Bg.

day night



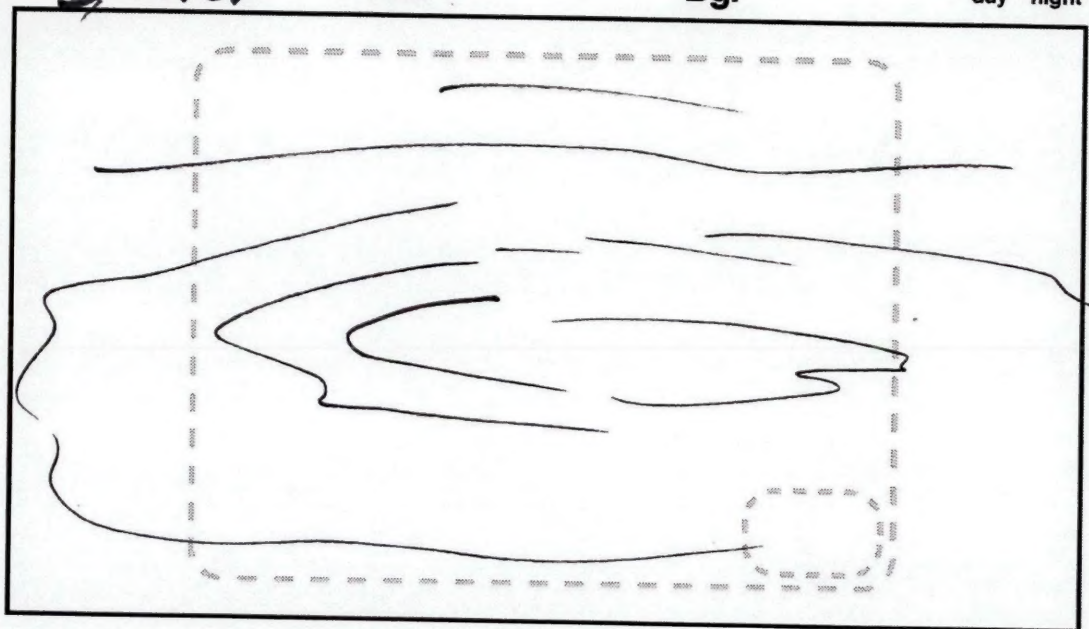
Sc. **3 CONT**

Pnl. I

Bg.

Page **5**

day night



Dialog:

SFX (plip!) M:(song) (VO) ... flows. Like a garden hose

Action:

- drop of soup (IN) ripples break up reflection

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Timing:

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Production:

1034/217

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ADVENTURE TIME



Sc. 4

Pnl. A

Bg.

day night



Sc. HUNT

Pnl. B

Bg.

Page 6

day night



Dialog:

SFX

MUSIC _____

(UO)

M: (song) Rise you ...

Action:

- BETTY GRABS HANDLE WITH OYEN MITT.

APR 2-8 2015

Timing:

1034-217

EPISODE #

1034/217

Production:

1034/217

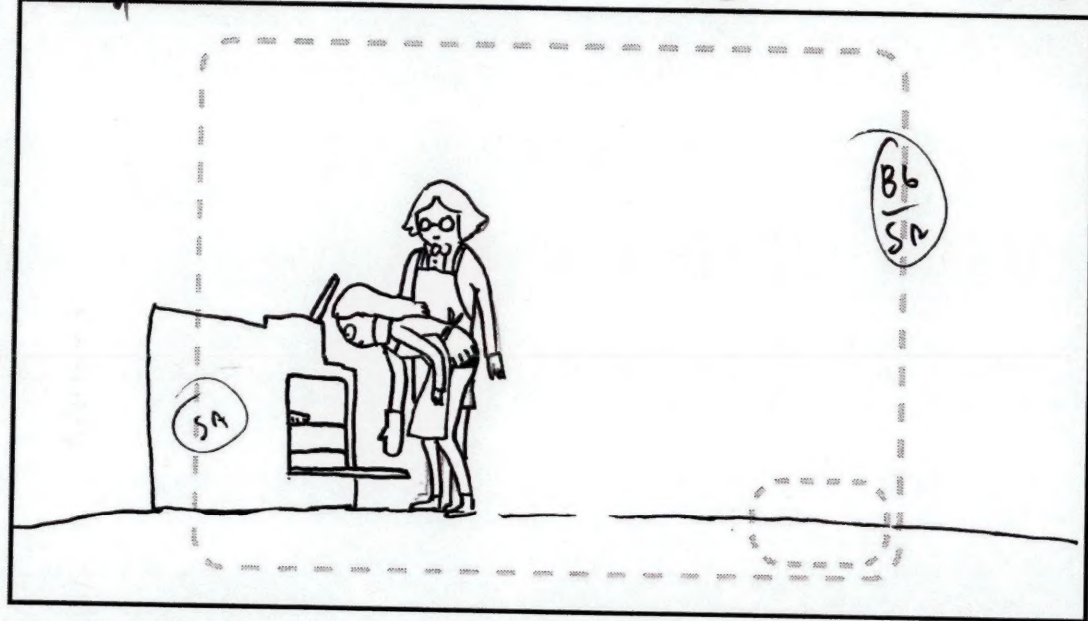
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ADVENTURE TIME



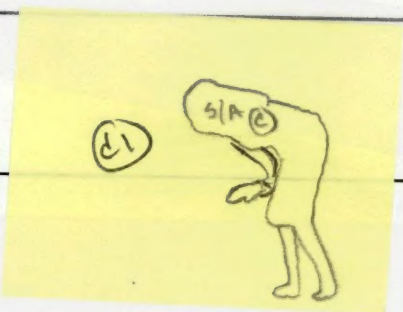
Sc. 4 CONT Pnl. C Bg. day night



Sc. 5 Pnl. A Bg. day night



Dialog:	
<u>Sfx:</u> MUSIC _____ (vo) M: (song) ... rose. Lllloo	
Action:	
- BETTY OPENS OVEN.	
Timing:	



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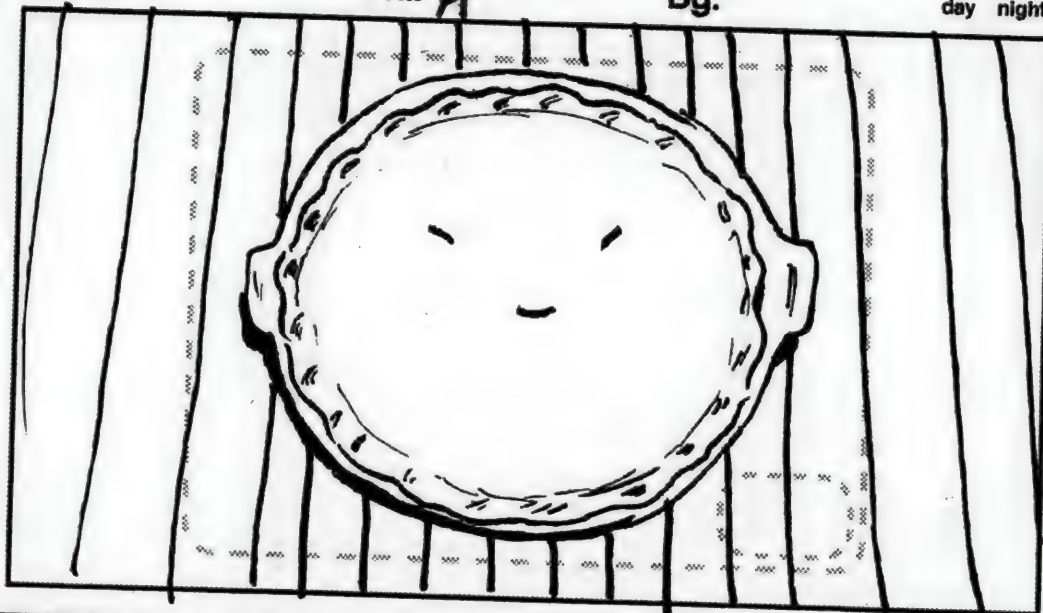


Sc. 06

Pnl. **A**

Bg.

day night



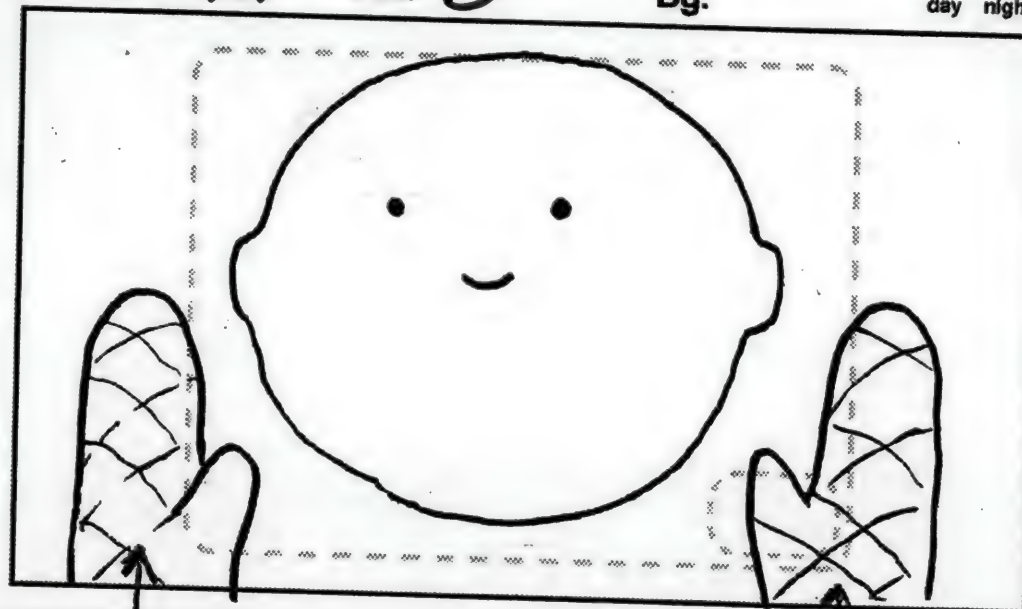
Sc. 06 **CONT**

Pnl. **B**

Bg.

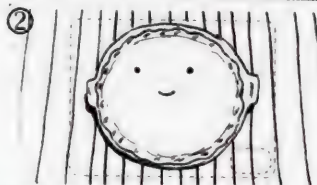
Page **8**

day night



Dialog:

②



(VO)

M: (song) ...ooove out of ...

in

APR 2-8 2015

Action:

- Pie has a little face

- Pie opens eyes. oven mitt hands **IN**

Timing:

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duction:

1034/217

ADVENTURE TIME



Page 9
day night

Sc. 6 CONT

Pnl. C

Bg.

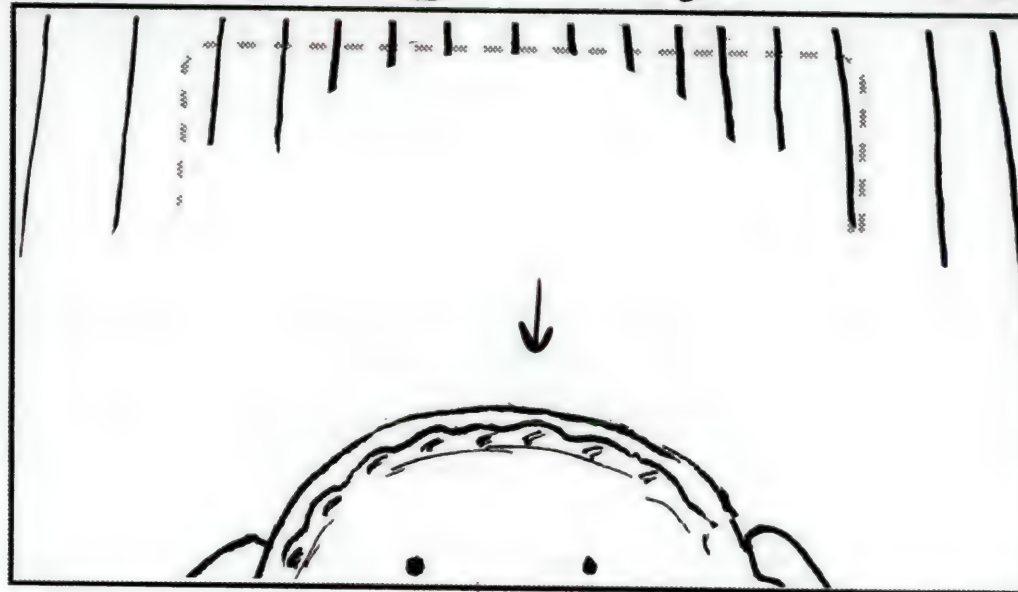
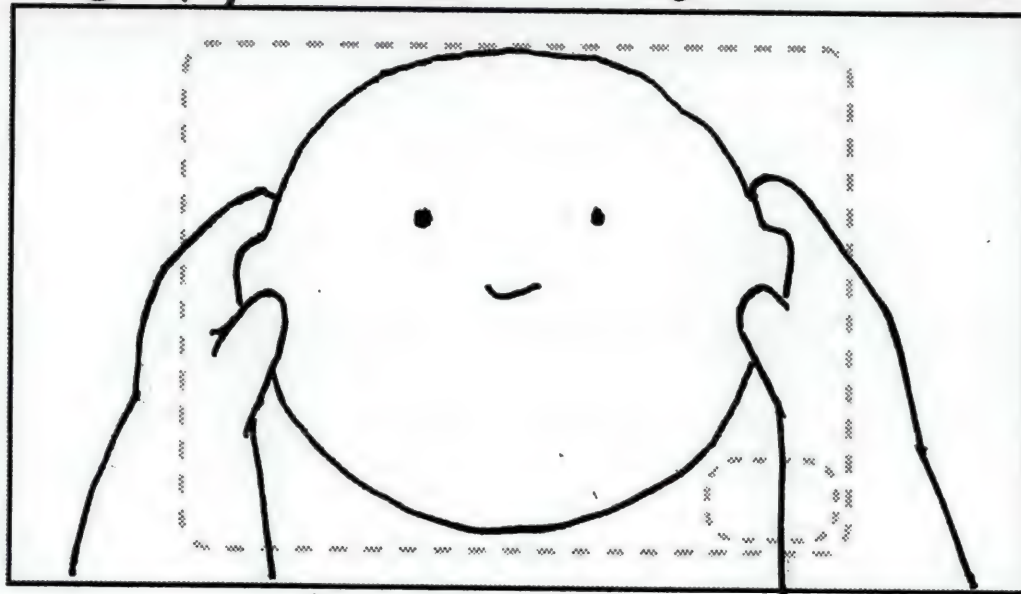
day night

Sc. 6 CONT

Pnl. D

Bg.

day night



Dialog:

(150)
M: (song) time ...

- pie OUT

Action:

- hands grab pie dish

Timing:

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ADVENTURE TIME

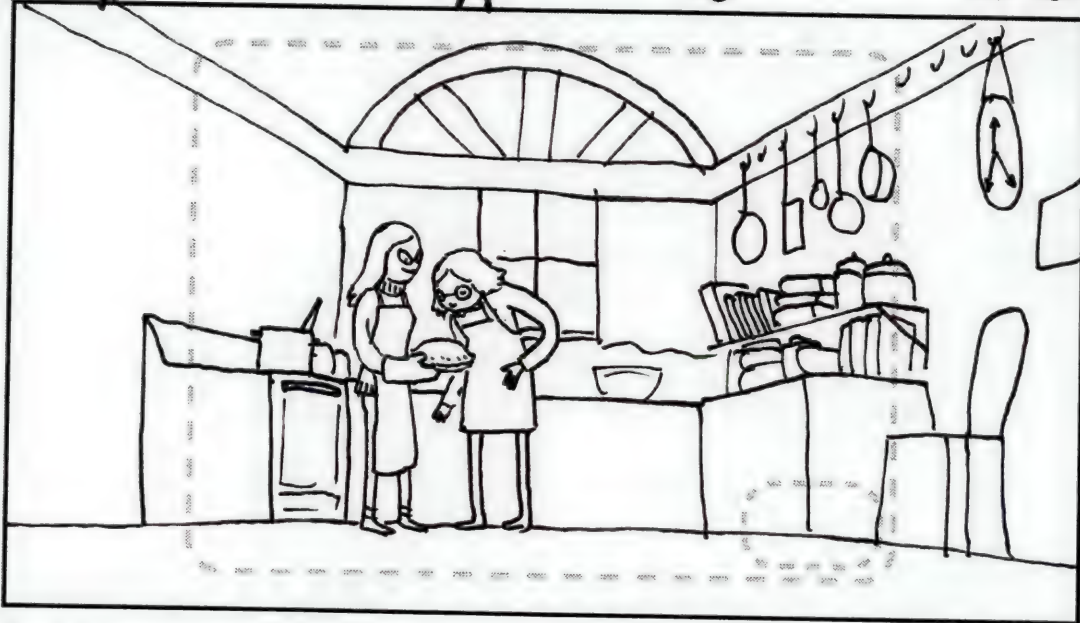


Sc. 7

Pnl. A

Bg.

day night



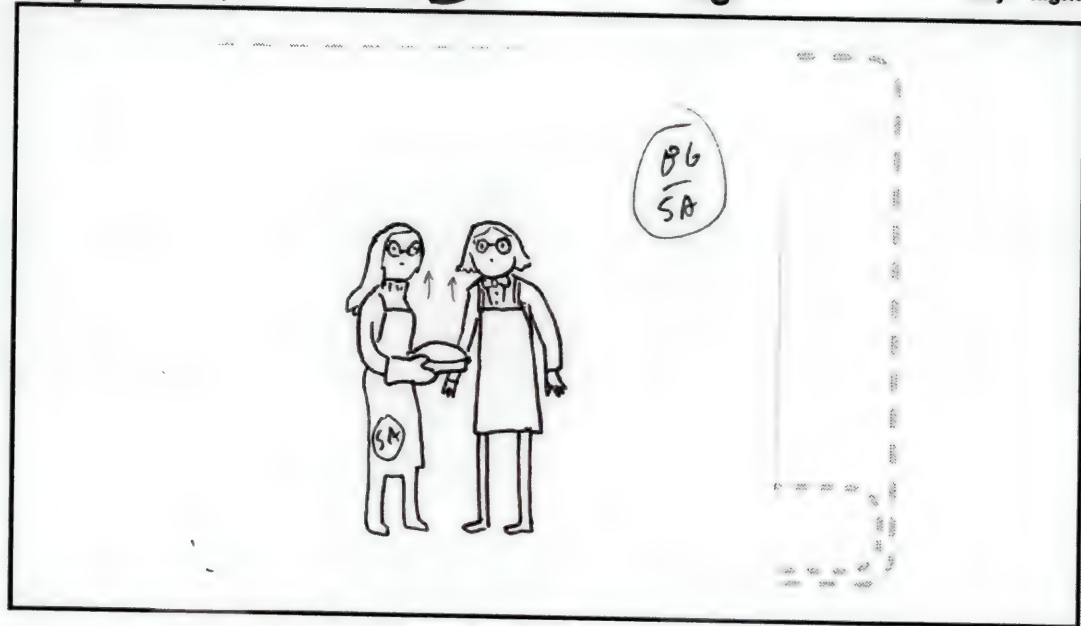
Sc. 7 CONT

Pnl. B

Bg.

Page 10

day night



Dialog:

(VO) SFX: * KNOCK KNOCK *

M: (song) Face me, your face. Put your ...

Action:

- SIMON AND BETTY LOOK UP.

APR 28 2015

Timing:

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Production:

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1034/217

ADVENTURE TIME

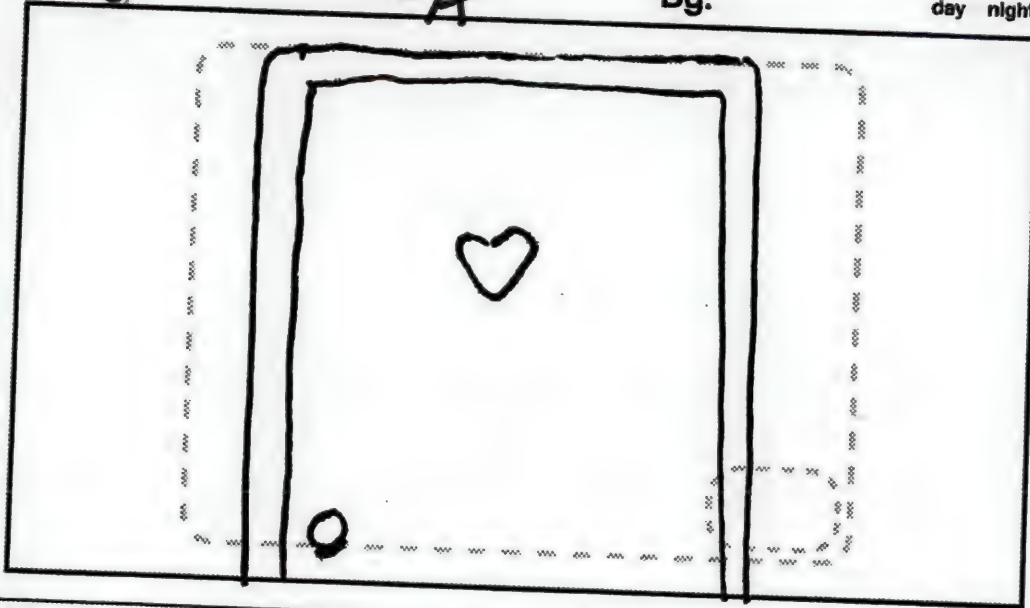


Sc. **8**

Pnl. **A**

Bg.

day night

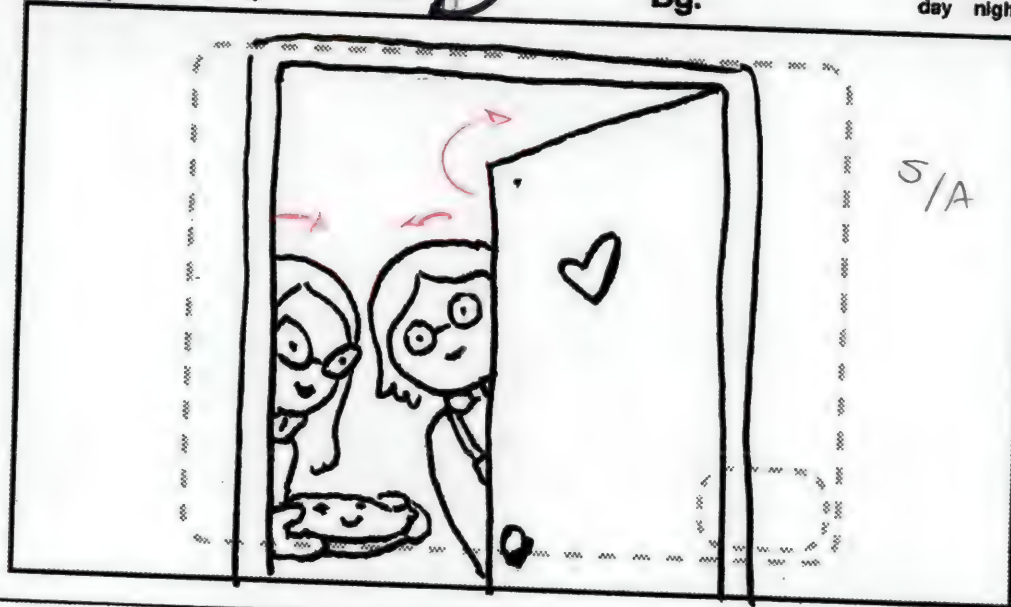


Sc. **8 CONT**

Pnl. **B**

Bg.

Page **11**
day night



Dialog:

Sfx: 1 MUSIC (VO)

M: (song) ...love in it's place. In my ..

Action:

- SIMON OPENS DOOR.

Timing:

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ADVENTURE TIME



Sc. **9**

Pnl. **A**

Bg.

day night



Sc. **9cont**

Pnl. **B**

Bg.

Page **12**
day night



Dialog:

SFX MUSIC

(V.O)
M: (song)...face, in my face ...

Action:

- MARCELINE STANDS OUTSIDE (GRAY IN HER HAIR)

- M. HOLDS UP BOUQUET.

Timing:

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1034-217

EPISODE #

1034/217

Production:

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ADVENTURE TIME



Sc. 10

Pnl. A

Bg.

day night

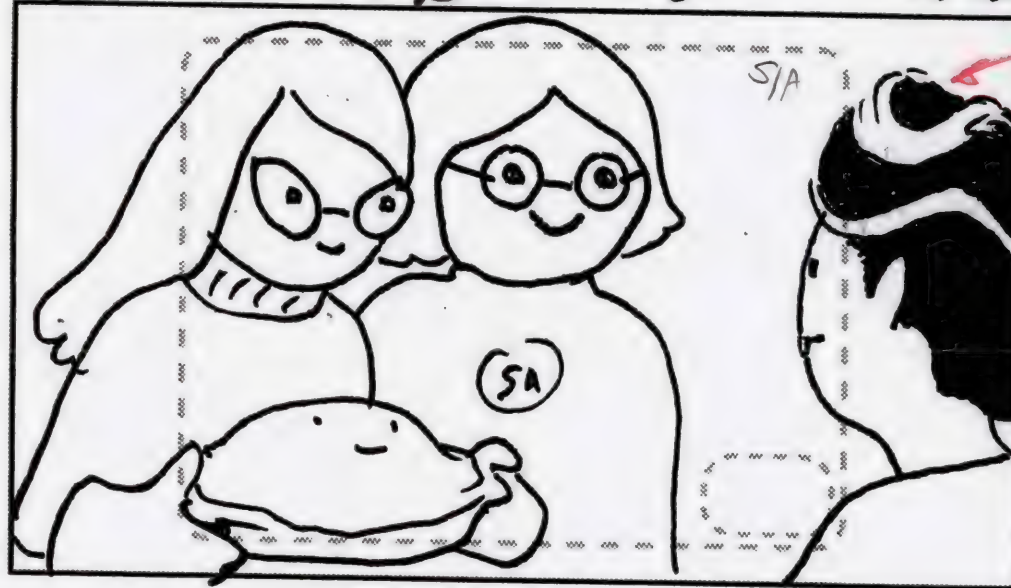


Sc. 10 CONT

Pnl. B

Bg.

Page 13
day night



Dialog:

SFX: MUSIC

M: (song) In my FAAAAACE!!!

Action:

- MARY (IN)

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Timing:

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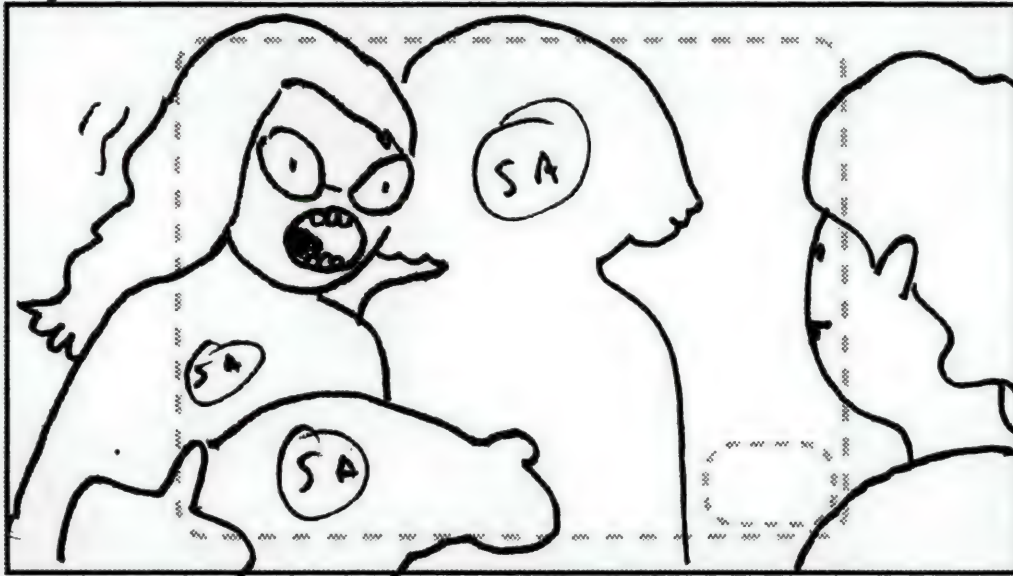


Sc. 10 CONT

Pnl. C

Bg.

day night

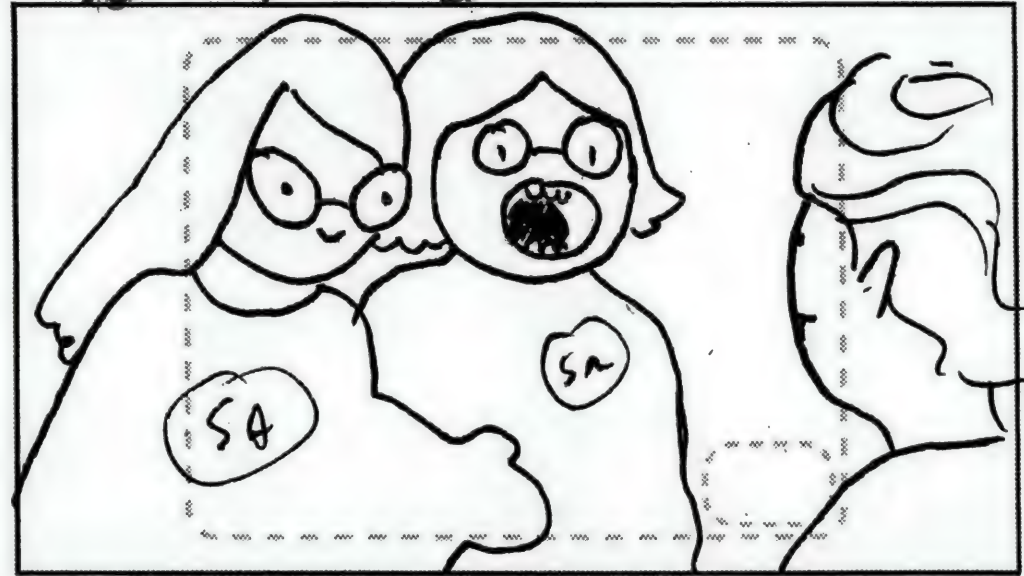


Sc. 10 CONT

Pnl. D

Bg.

day night



Page 14

Dialog:

(SFX) BUURP!!

(SFX) BUUUURP!

Action:

- BETTY BURPS

- SIMON BURPS

APR 28 2015

Timing:

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1034/217

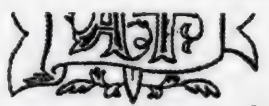
Production:

1034/217

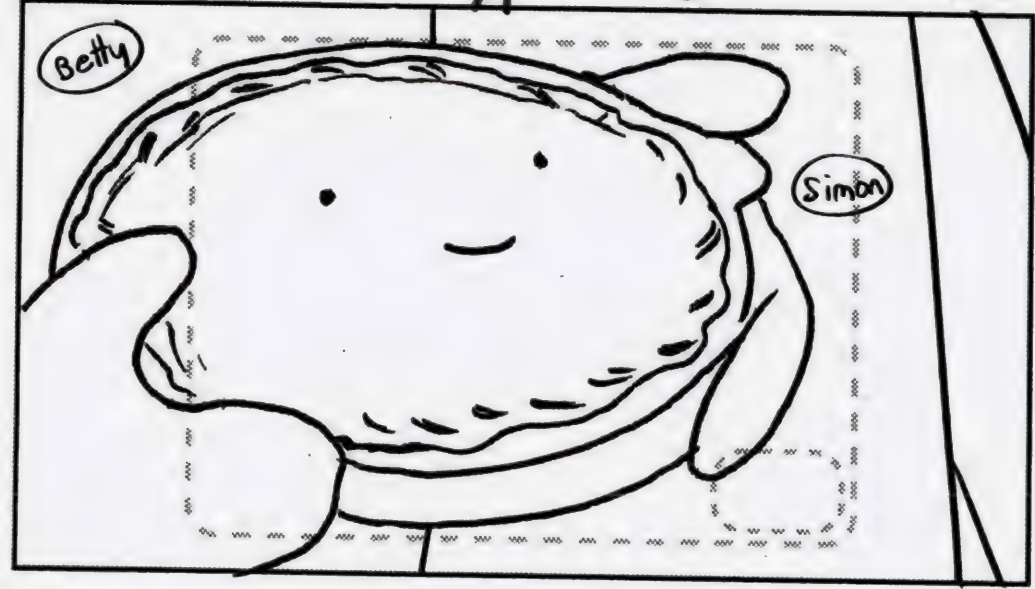
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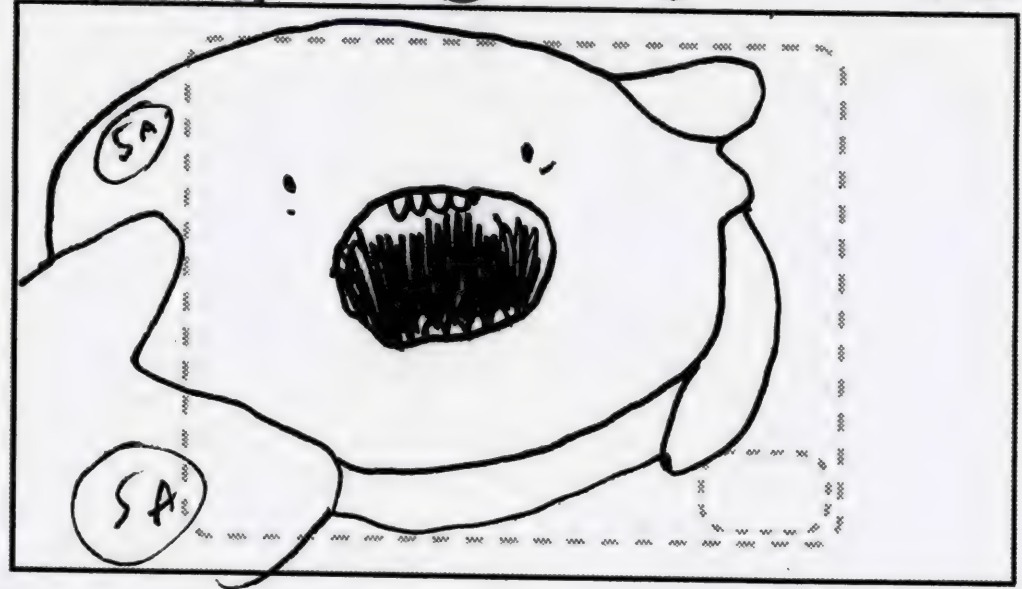
ADVENTURE TIME



Sc. 11 Pnl. A Bg. day night



Sc. 11 CONT Pnl. B Bg. day night Page 15



Dialog:	
Action:	<u>SFX</u> BUURP!
Timing:	- PIE BURPS.

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Production:

1034/217

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Sc. 12

Pnl. A

Bg.

day night

Sc.

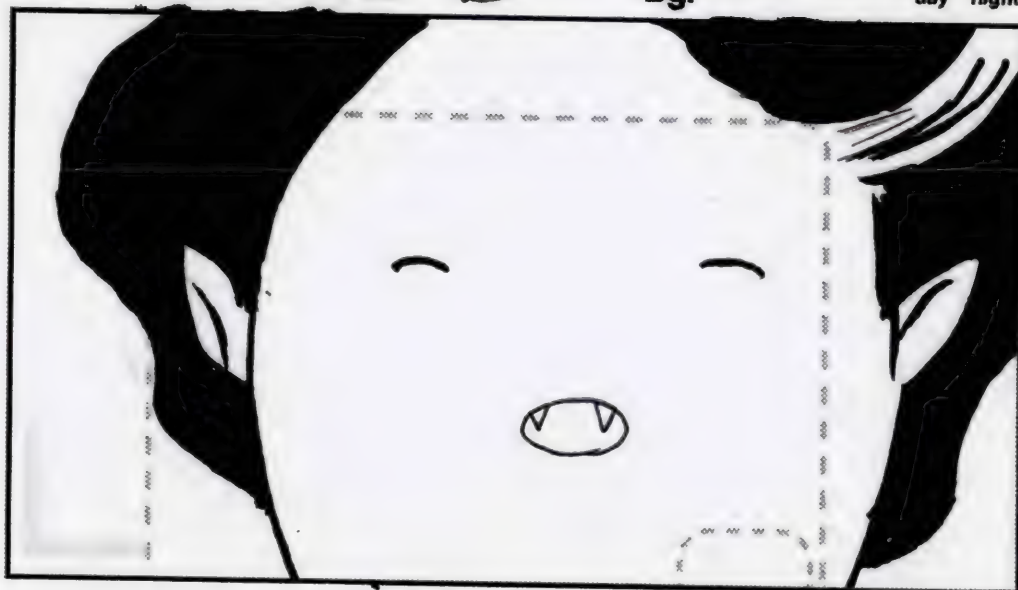
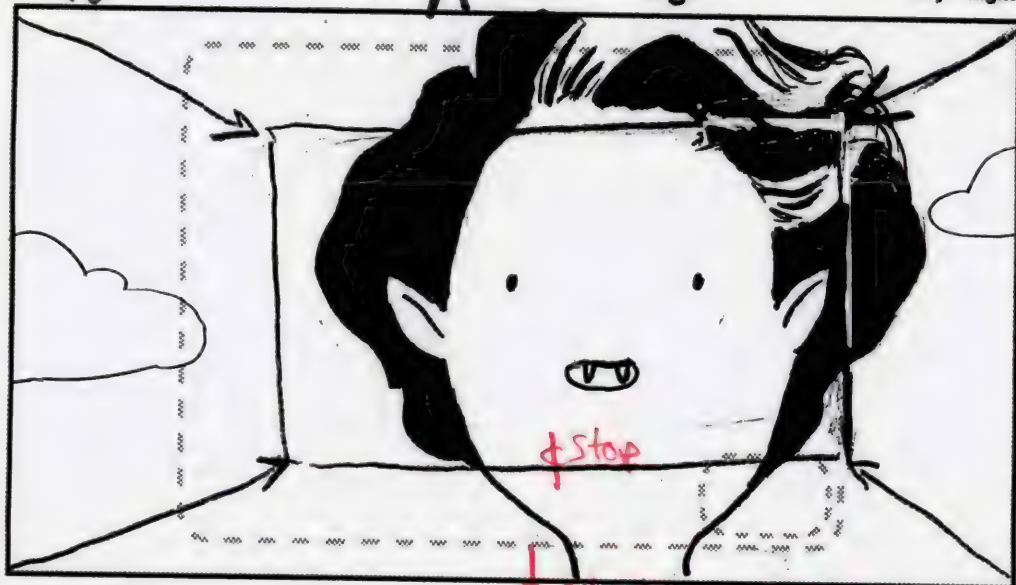
12 cont Pnl. B

Pnl.

Bg.

Page 10

day **night**



Dialog:

[illegible]

M: (TO HERSELF) WAIT, I WAS HUNTING A VAMPIRE... "THE MOON"... BUT...

Action:

- CACOPHONY of BURPS
- TRUCK IN



MARCELINE CLOSES HER EYES AND CONCENTRATES. APR 28 2015

Timing:

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ADVENTURE TIME



Sc. **12 CONT** Pnl. **C**

Bg.

day night



White
Fr.

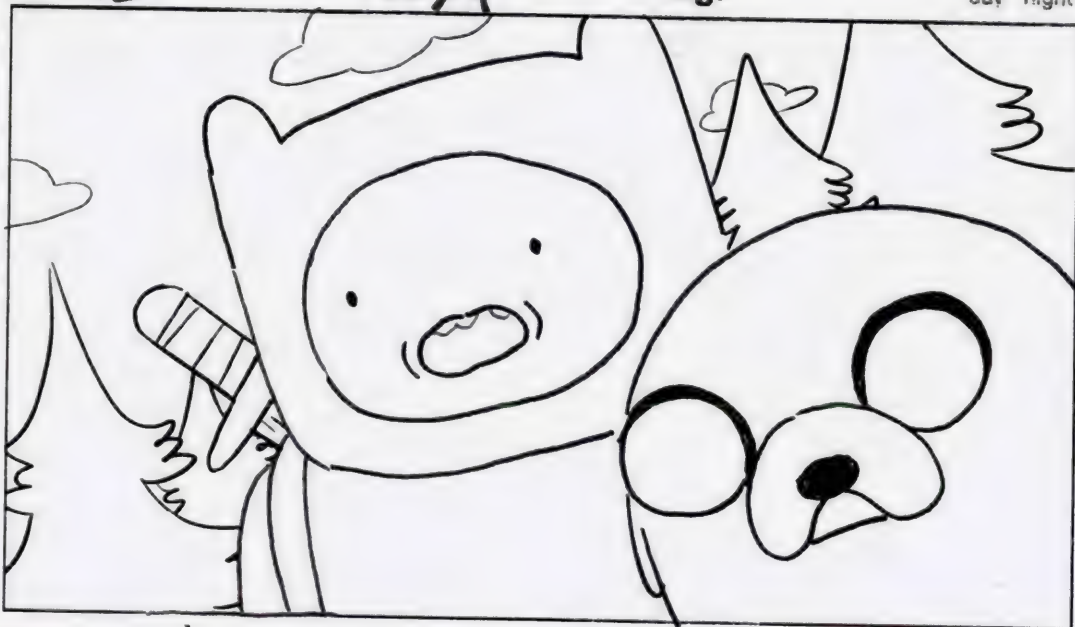
Sc. **13**

Pnl. **A**

Bg.

Page **17**

day night



~~Cent
FADE to
White Fr.~~

J: BURP!

M: SOMETHING HAPPENED --

~~FADE IN
FROM WHITE
Fr.~~

F BURP!

Action:

- CUT TO F+J LOOKING DOWN
AT MARCELINE.

(MORNING LIGHT)

Timing:

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Production :

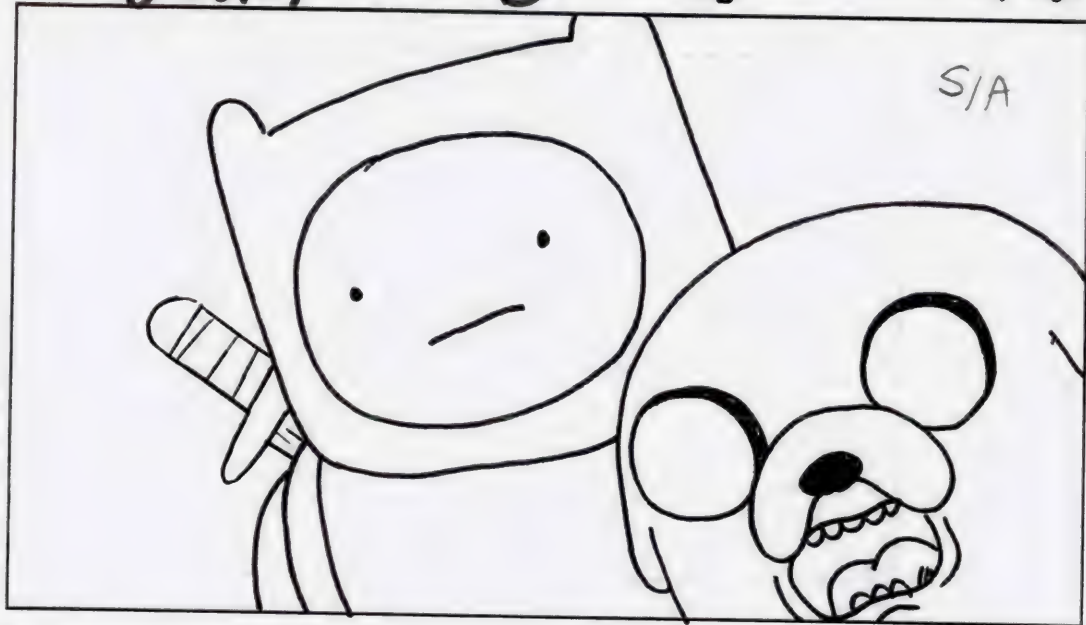
1034/217

1034/217

ADVENTURE TIME



Sc. **13 CONT** Pnl. **B** Bg. day night



Sc. **14** Pnl. **A** Bg. day night



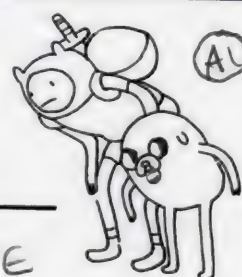
Dialog:

① BUUR!

① J
② F Burp!

Action:

- FINN AND JAKE BURP REPEATEDLY AT AN UNCONSCIOUS MARCELINE



Timing:

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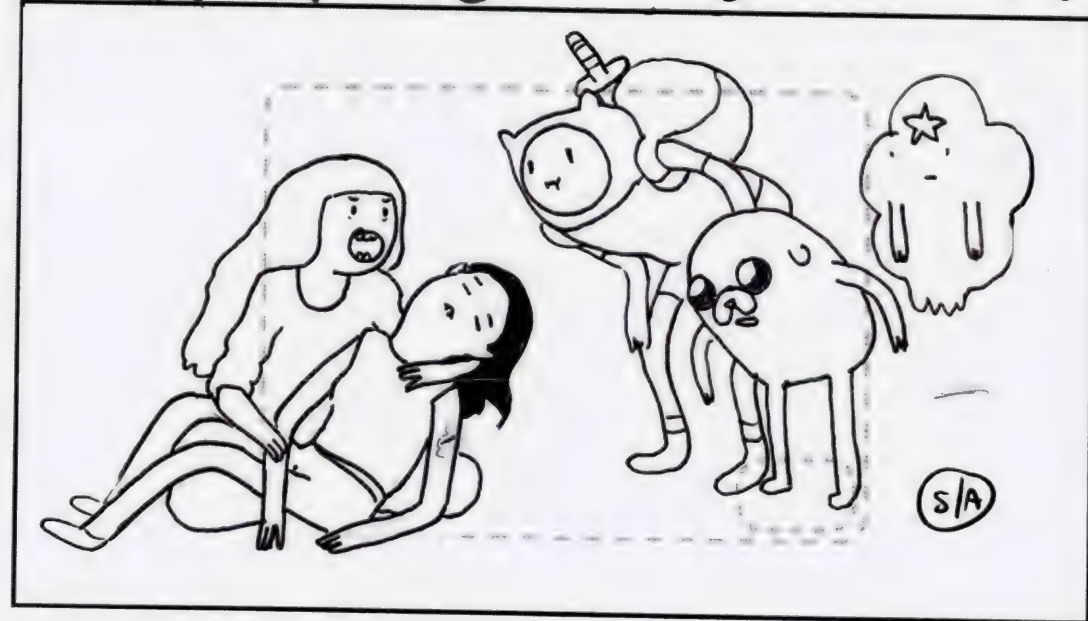


Sc.

14 CONT Pnl. B

Bg.

day night



Sc.

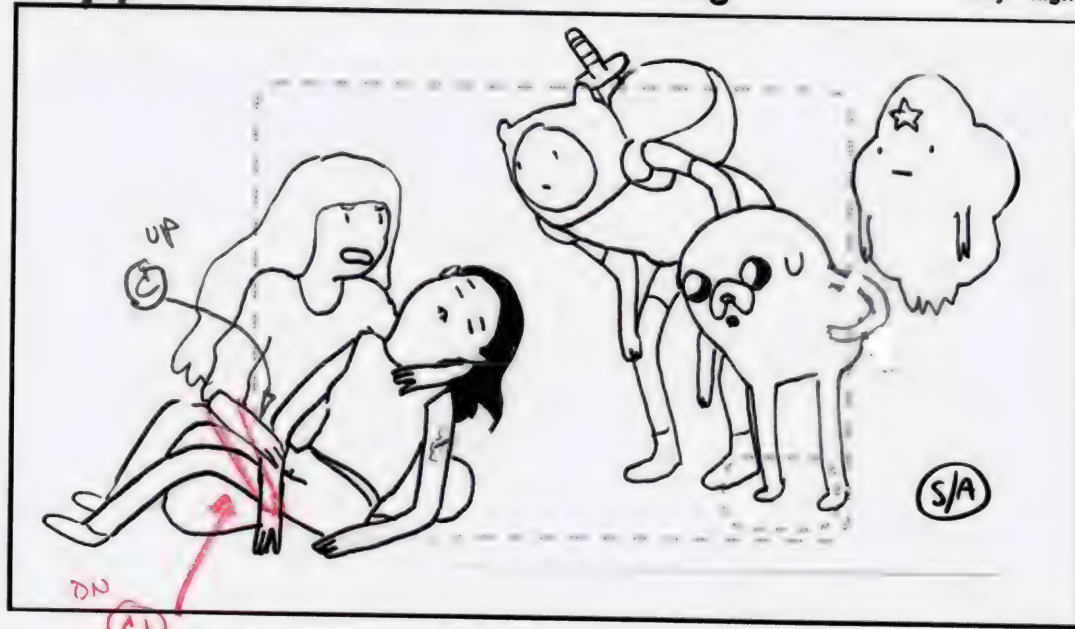
14 CONT Pnl. C

Bg.

Page

19

day night



Dialog:

(PB) Cut it out!

Action:

Timing:

PB: That's not helping her

APR 2-8 2015

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Production:

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ADVENTURE TIME



Sc.

15

Pnl.

A

Bg.

day night

Sc.

15 CONT

Pnl.

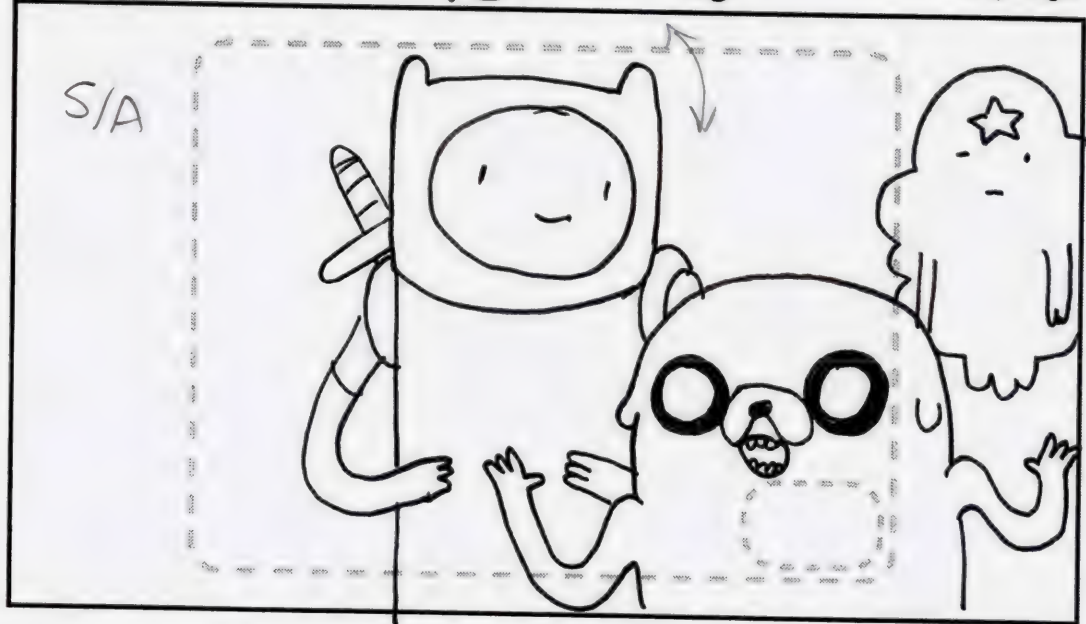
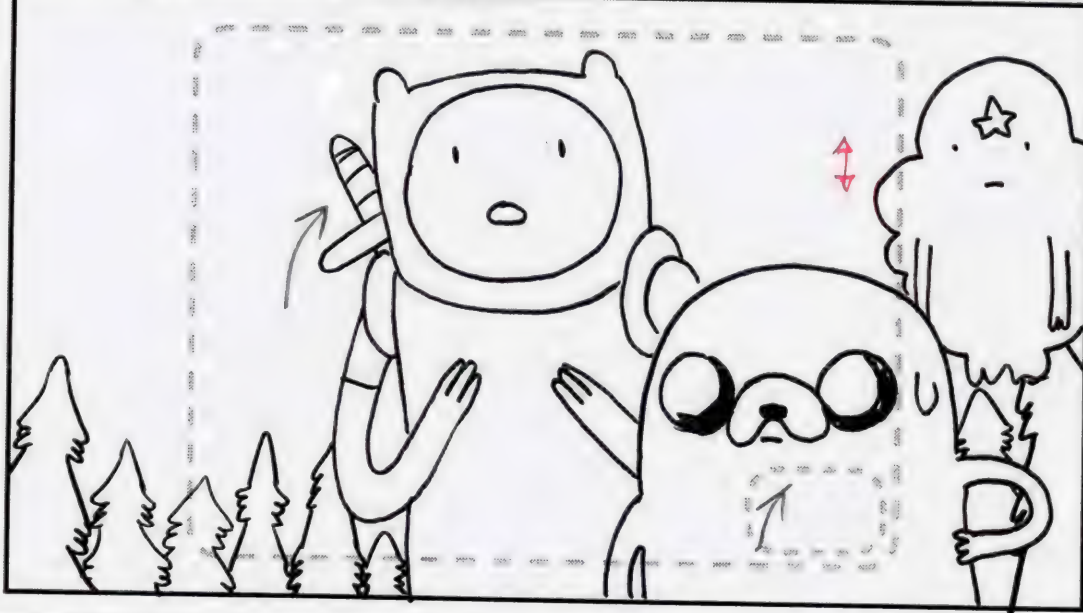
B

Bg.

Page

20

day night



Dialog:

(F)

but mom'n'dad always burped on us

(J)

it's a cure - all !

Action:

(A)



- FINN NODS

- LSP CLOSES ONE EYE.

Timing:

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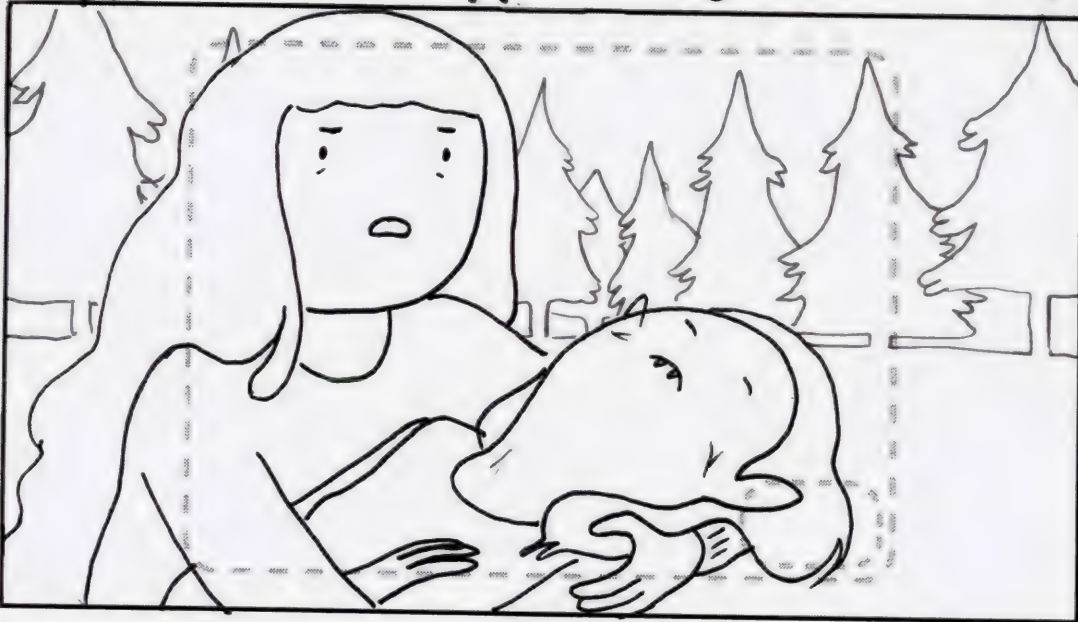


Sc. 16

Pnl. A

Bg.

day night



Sc. 16 CONT Pnl. B

Bg.

Page 21
day night



Dialog:

(PB) Sorry guys

(PB) there are no cure-alls.

Action:

Timing:

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Production:

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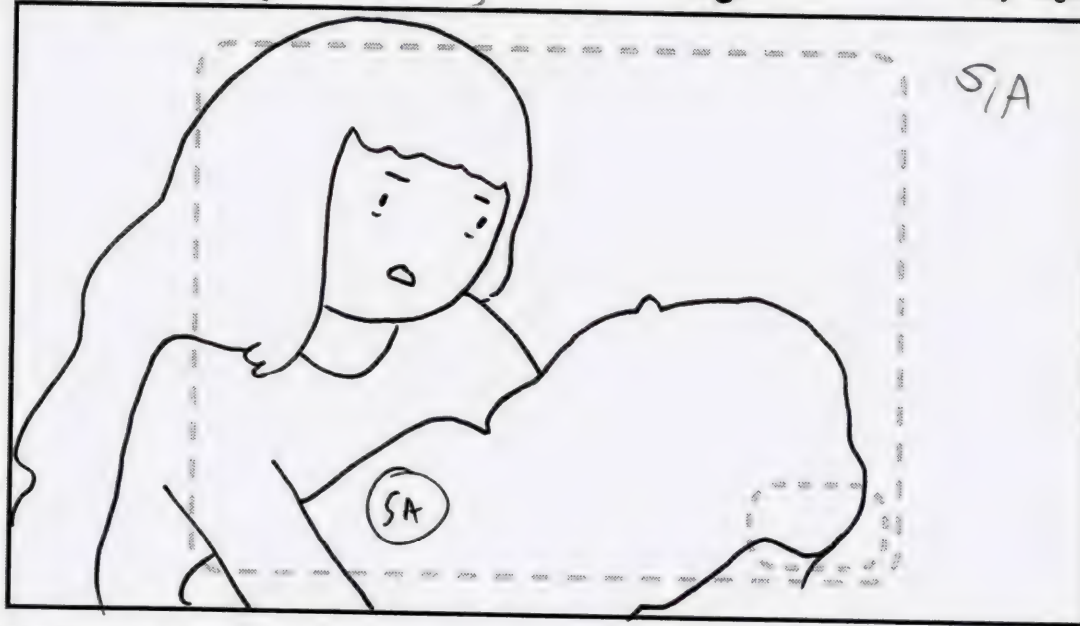
1034/217

ADVENTURE TIME



Sc. **16 CONT** Pnl. **C** Bg.

day night



Sc. **17** Pnl. **A** Bg.

Page **22**
day night



Dialog: **PP**

your parents were just Burping on you for kicks

F Ooohh

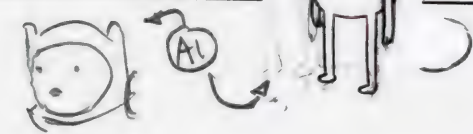
J Oh yeah, that makes sense

Action:

Timing:

- J. NADS

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EPISODE # 1034-217

Production:

1034/217

1034/217

ADVENTURE TIME



Sc. **18**

Pnl. **A**

Bg.

day night

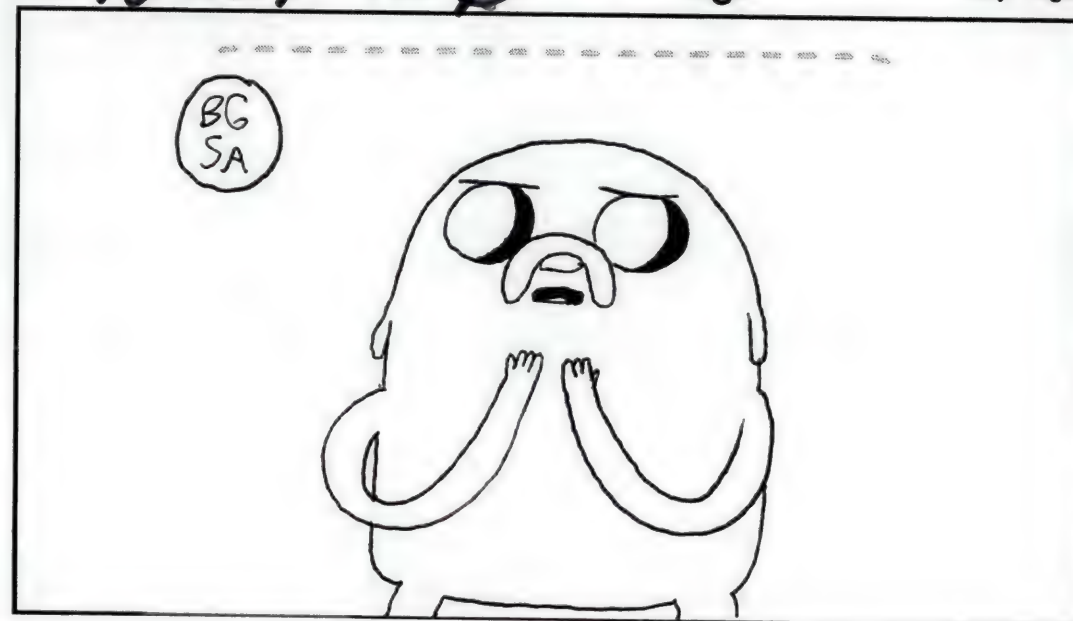


Sc. **18 cont**

Pnl. **B**

Bg.

Page **23**
day night



Dialog:

Jake / BURP =

Jake / Ugh. Sorry, last one.

Action:



Timing:

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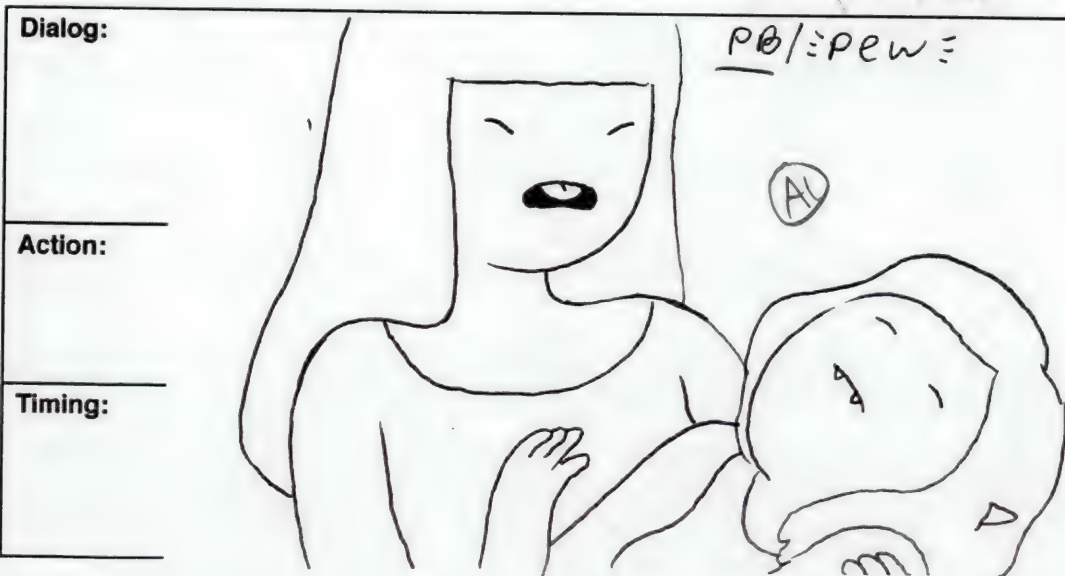
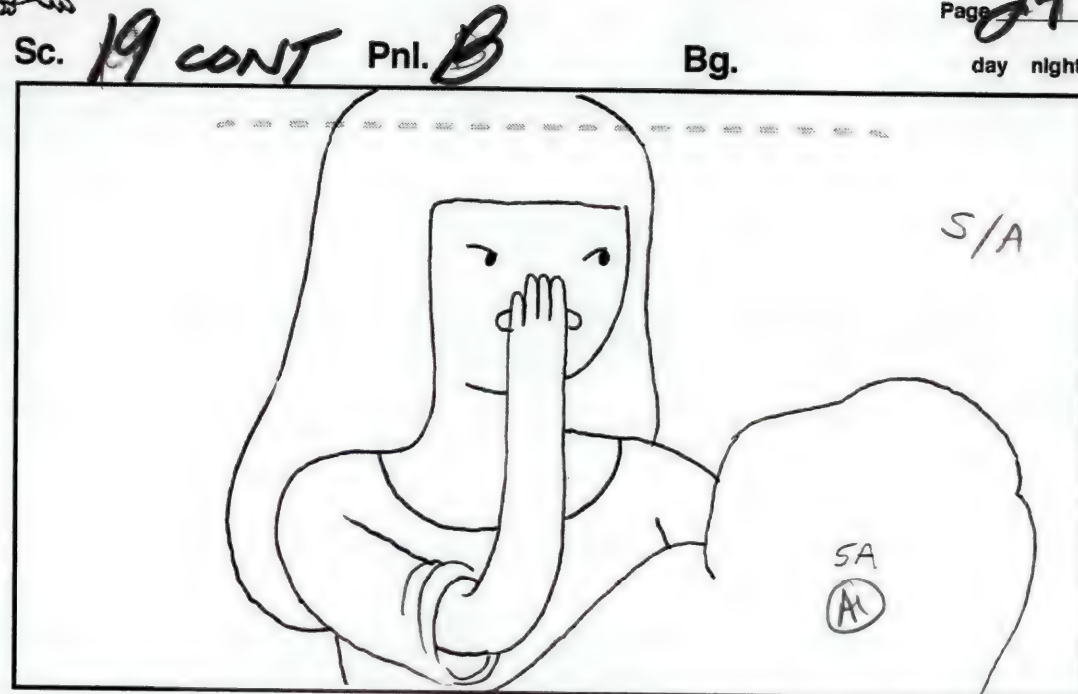
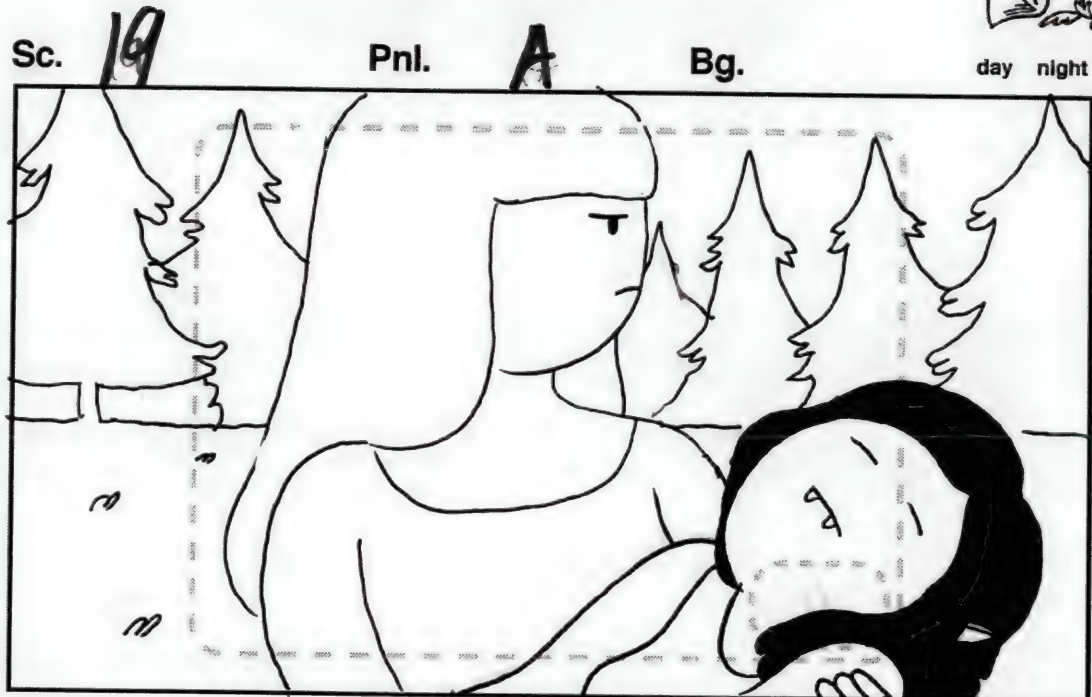
Production:

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ADVENTURE TIME



PB/ what did you eat Jake?

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day night

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Production:

1034/217

1034/217

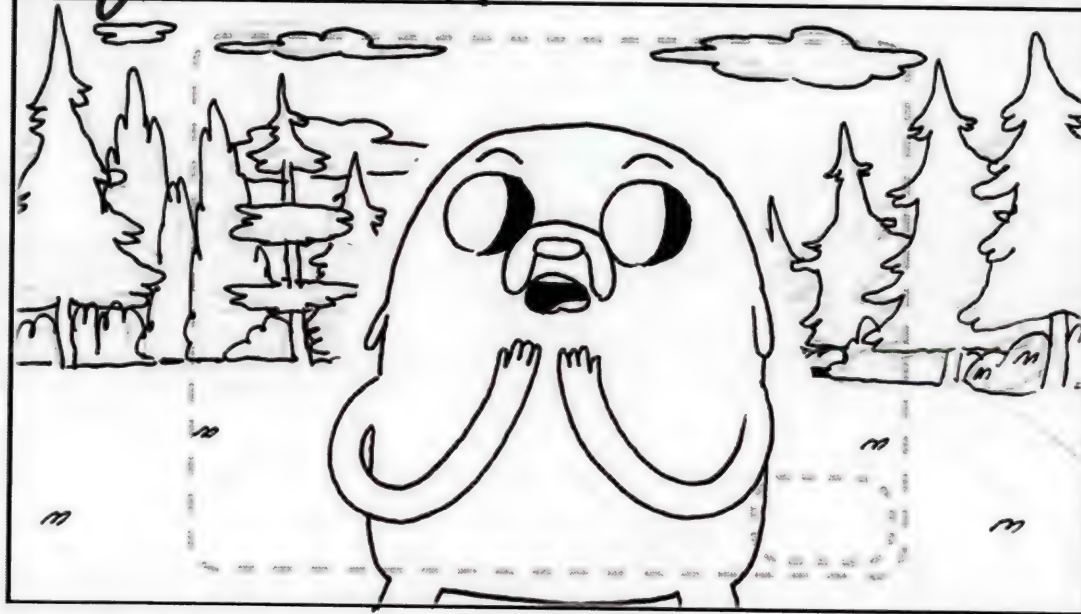
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1034/217

ADVENTURE TIME



Sc. **20** Pnl. **A** Bg. day night



Sc. **20 CONT** Pnl. **B** Bg. day night



Dialog: J/ Hey now I pride myself in having nice smelling burps.

Action:

Timing:



J/ @ Just kidding.



APR 28 2015

EPISODE # 1034-217

Production:

1034/217

1034/217

1034/217

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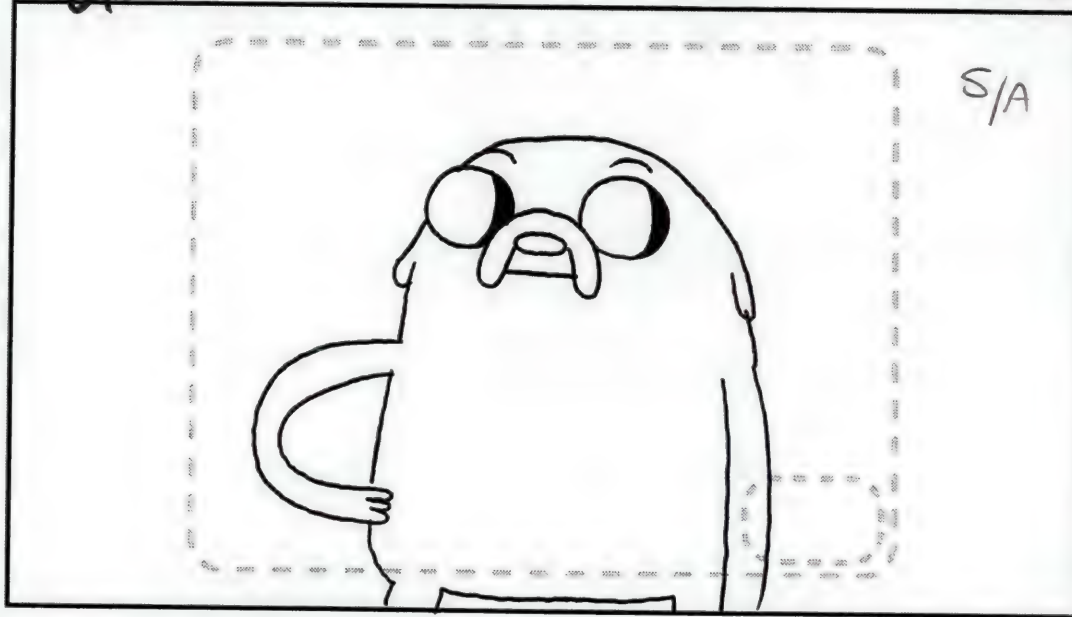
ADVENTURE TIME



Sc. **20 cont** Pnl. **C**

Bg.

day night



S/A

Sc. **21**

Pnl. **A**

Bg.

Page **26**
day night



Dialog: PB (os) Pride...

PB/ Hmm...

Action:

Timing:

APR 28 2015

EPISODE # 1034-217

1034/217

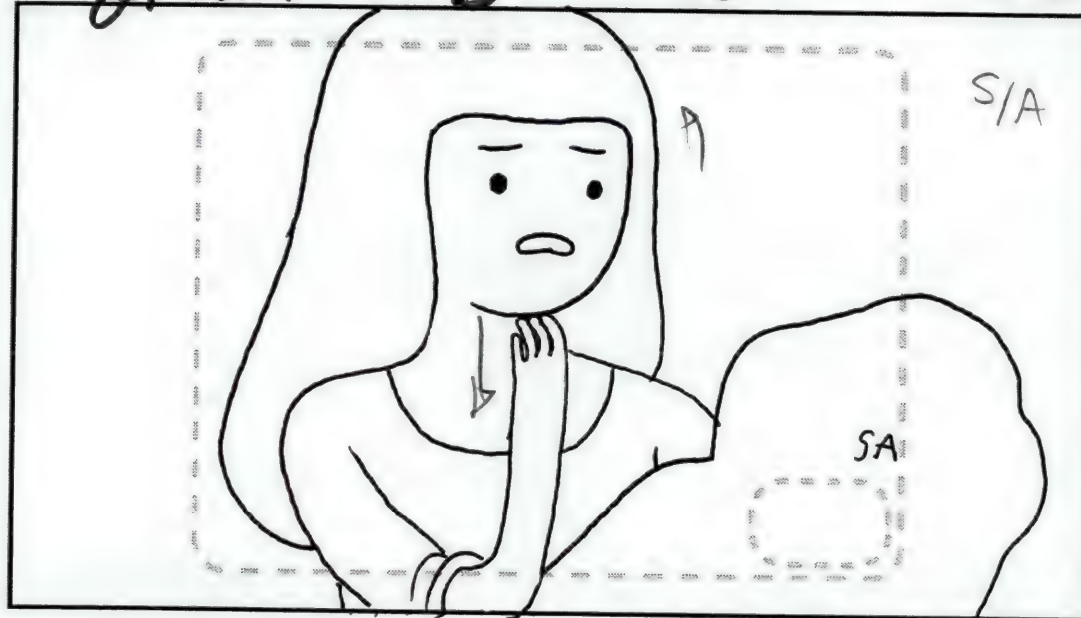
Production:

1034/217

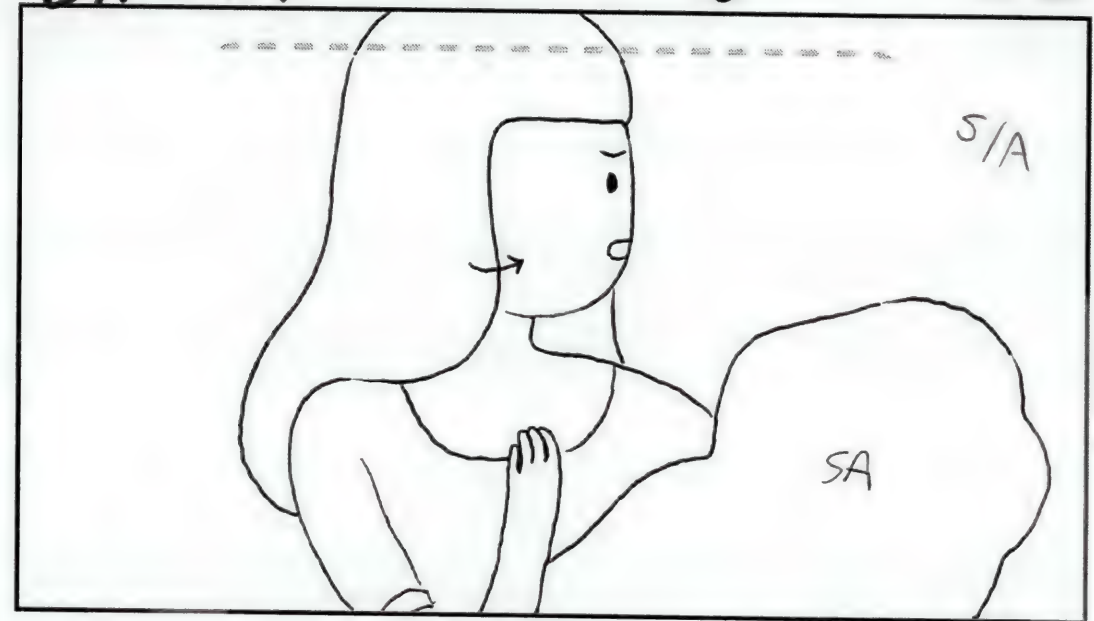
ADVENTURE TIME



Sc. 21 CONT Pnl. B Bg. day night



Sc. 21 CONT Pnl. C Bg. day night



Dialog: PB Do yov guys know

PB (cont) /- What "hubris" is?

Action:

Timing:

APR 2-8 2015

EPISODE # 1034-217

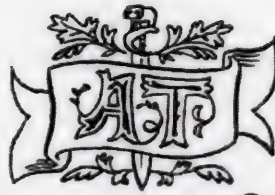
Production:

1034/217

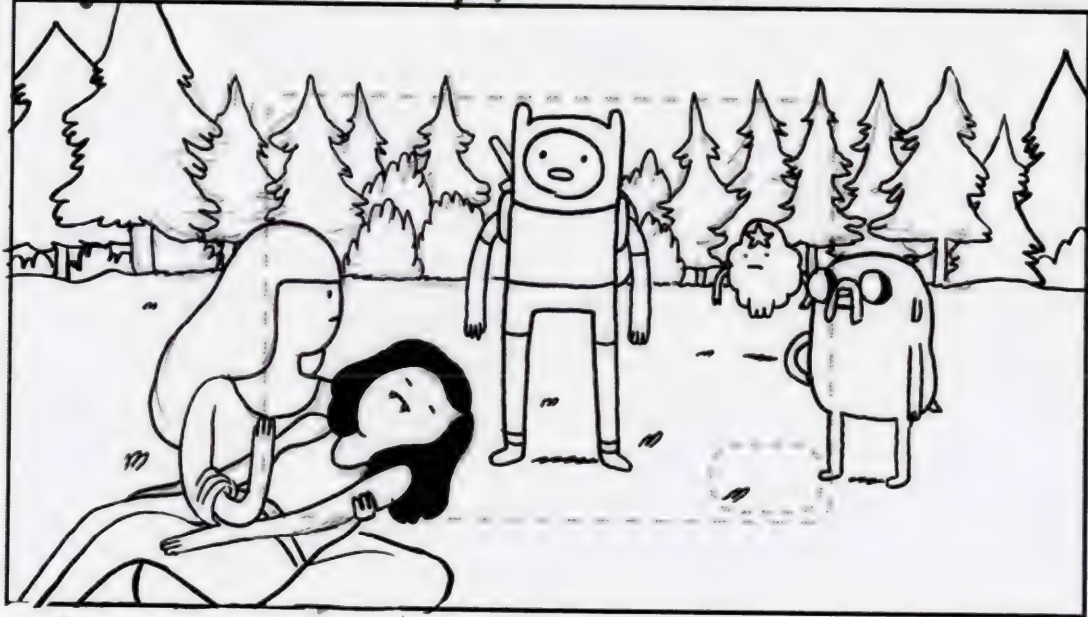
1034/217

1034/217

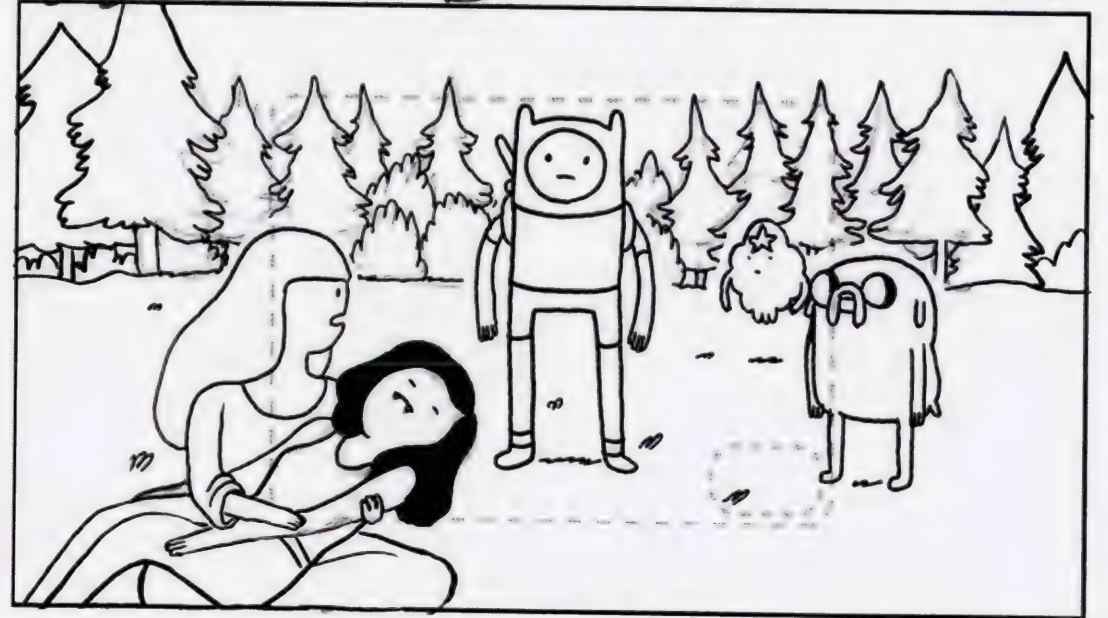
ADVENTURE TIME



Sc. 22 Pnl. A Bg. day night



Sc. 22 cont Pnl. B Bg. day night Page 28



Dialog:

Finn/ It's like an old timey deity who weighed your deeds on a scale

PB/ No it means excessive pride or arrogance.

Action:



APR 28 2015

Timing:

EPISODE # 1034-217

Production:

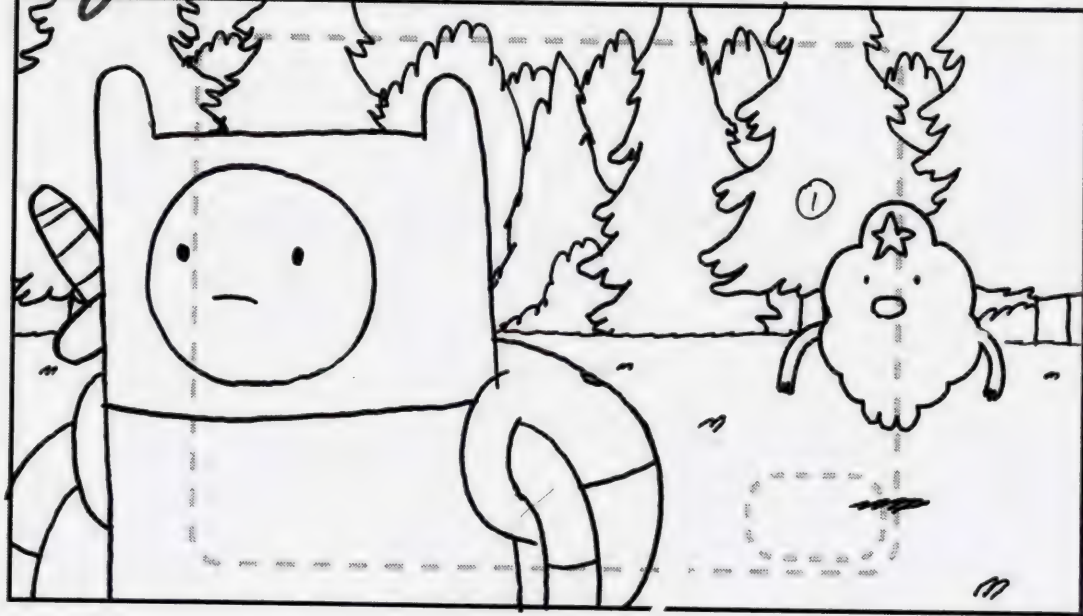
1034/217

1034/217

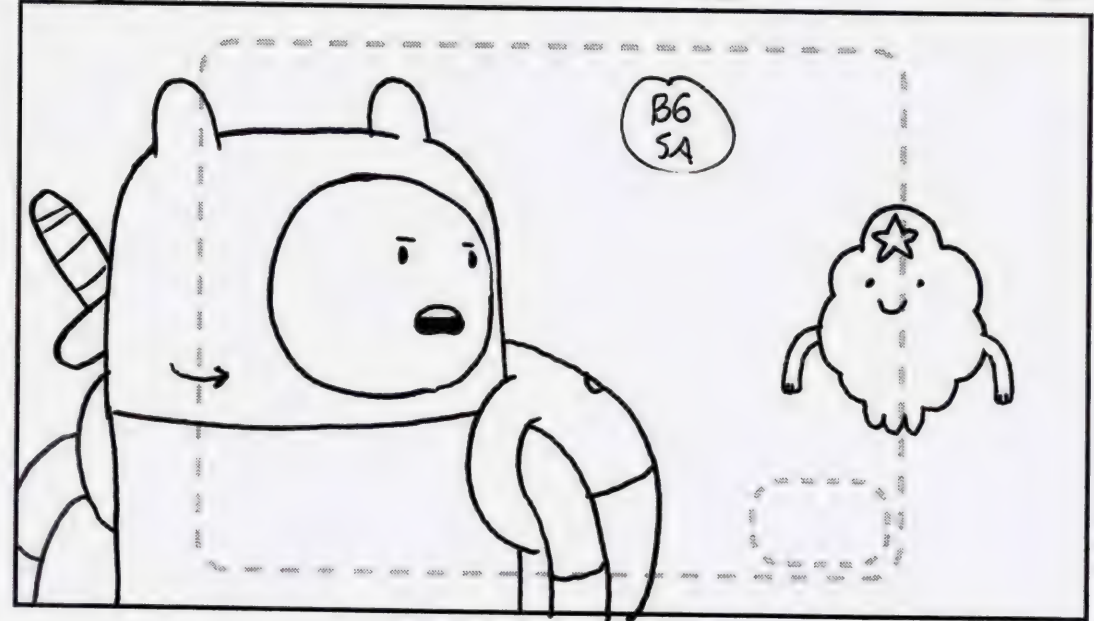
ADVENTURE TIME



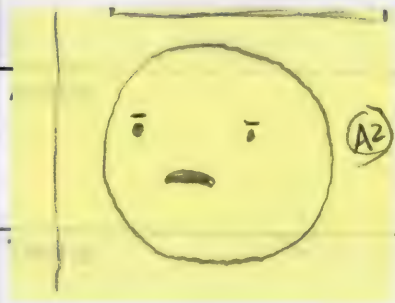
Sc. **23** Pnl. **A** Bg. day night



Sc. **23 CONT** Pnl. **B** Bg. day night



Dialog: LSP / ① That's like ② you, PB.



Finn / Dude
PB / (va) Nah...

APR 2 8 2015

EPISODE # 1034-217

Production:

1034/217

1034/217

1034/217

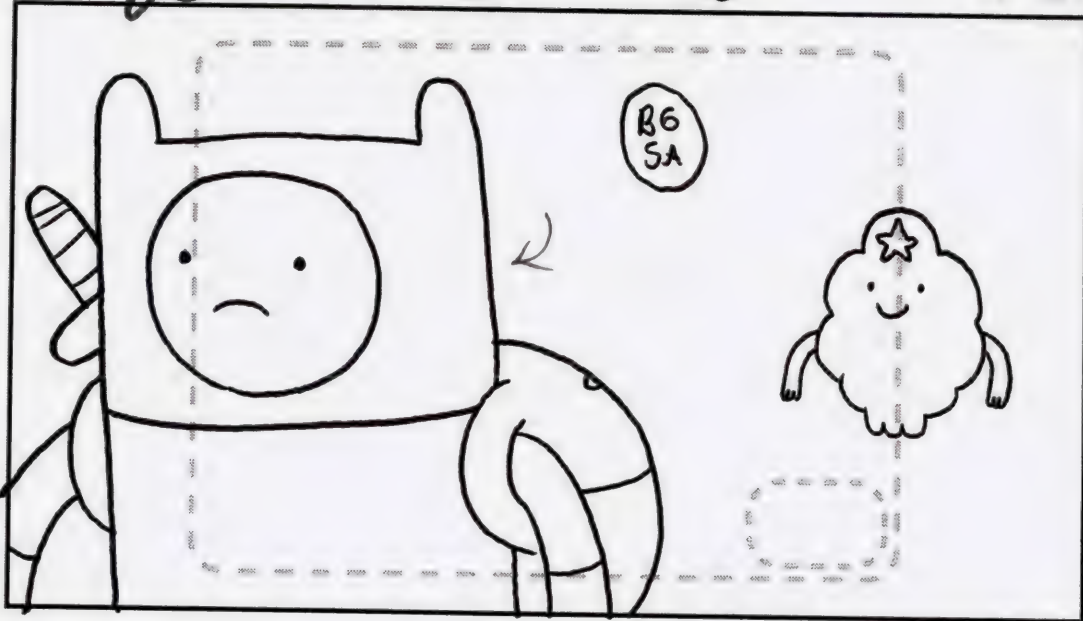
ADVENTURE TIME



Sc. 23cont Pnl. C

Bg.

day night



Sc.

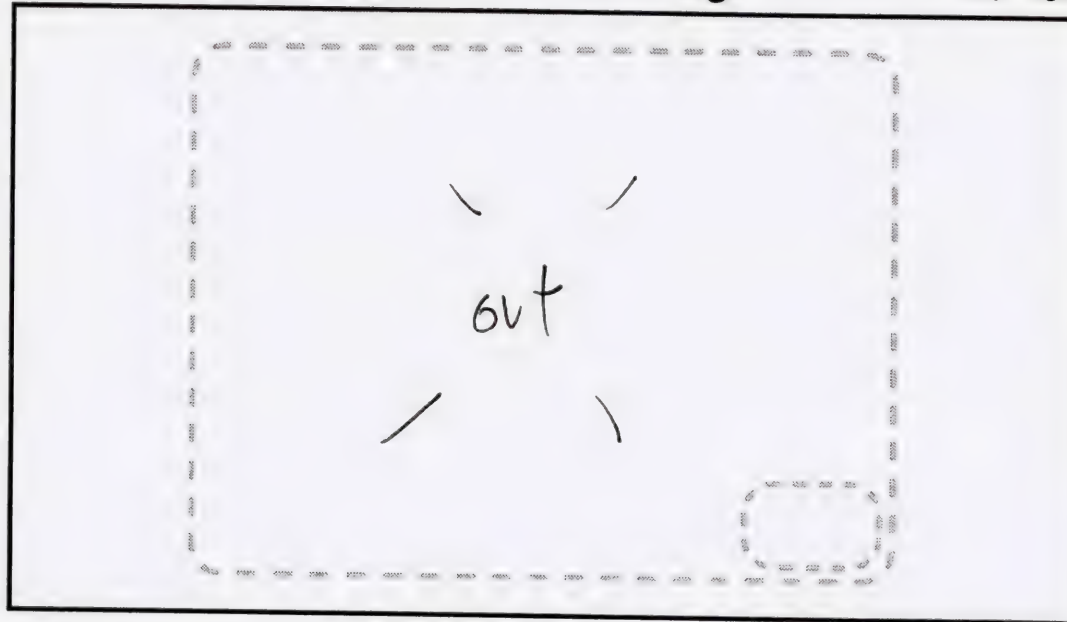
Pnl.

Bg.

Page

30

day night



Dialog:

PB/ ^(O/S) ... it's true

Action:

Timing:

APR 28 2015

Production:

EPISODE #

1034-217

1034/217

1034/217

ADVENTURE TIME



Sc. 24 Pnl. A Bg. day night



Sc. 24 CONT Pnl. B Bg. day night



Dialog:

PB/ I believed in myself
so much --

Action:

PB/ That I was BLIND
to the possible
consequences.

APR 28 2015

Timing:

EPISODE # 1034-217

Production:

1034/217

ADVENTURE TIME



Sc.

25

Pnl.

A

Bg.

day night



Sc.

26

Pnl.

A

Bg.

Page

37

day night



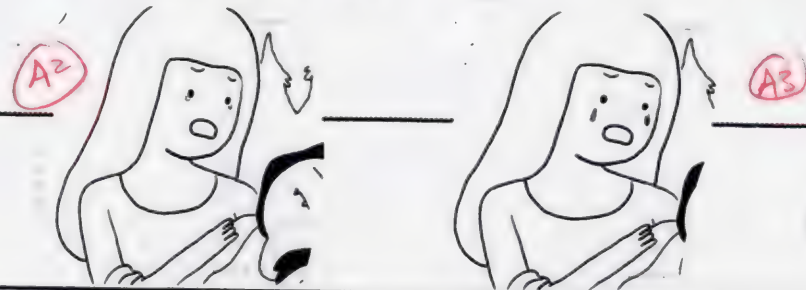
Dialog:

LSP Don't believe in
yourself so much
then, Dum Dum

Action:

PB Now my best friend
is dying of poison
because of me!

Timing:



APR 28 2015

EPISODE # 1034-217

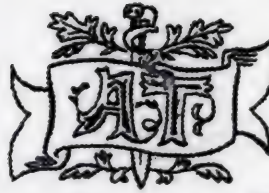
Production:

1034/217

1034/217

1034/217

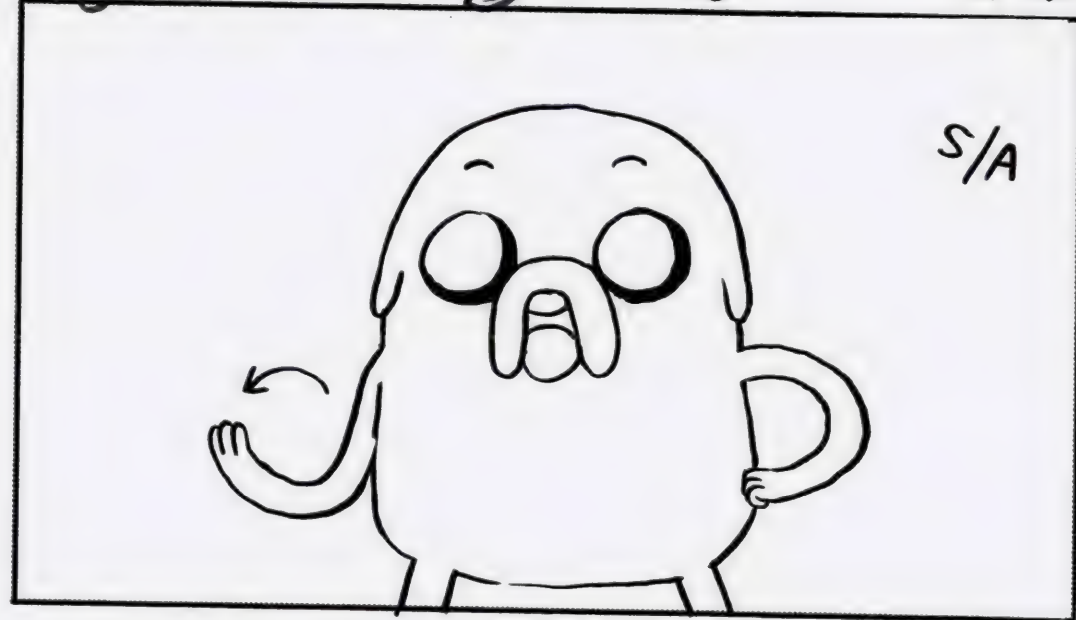
ADVENTURE TIME



Sc. 27 Pnl. A Bg. day night



Sc. 27 cont Pnl. B Bg. day night



Dialog:

J/ That ain't true PB.

J/ Marci took a risk

Action:

Timing:

APR 28 2015

1034-217

EPISODE #

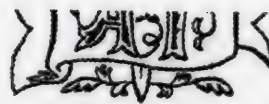
Production:

1034/217

1034/217

1034/217

ADVENTURE TIME



Sc. 28

Pnl. A

Bg.

day night

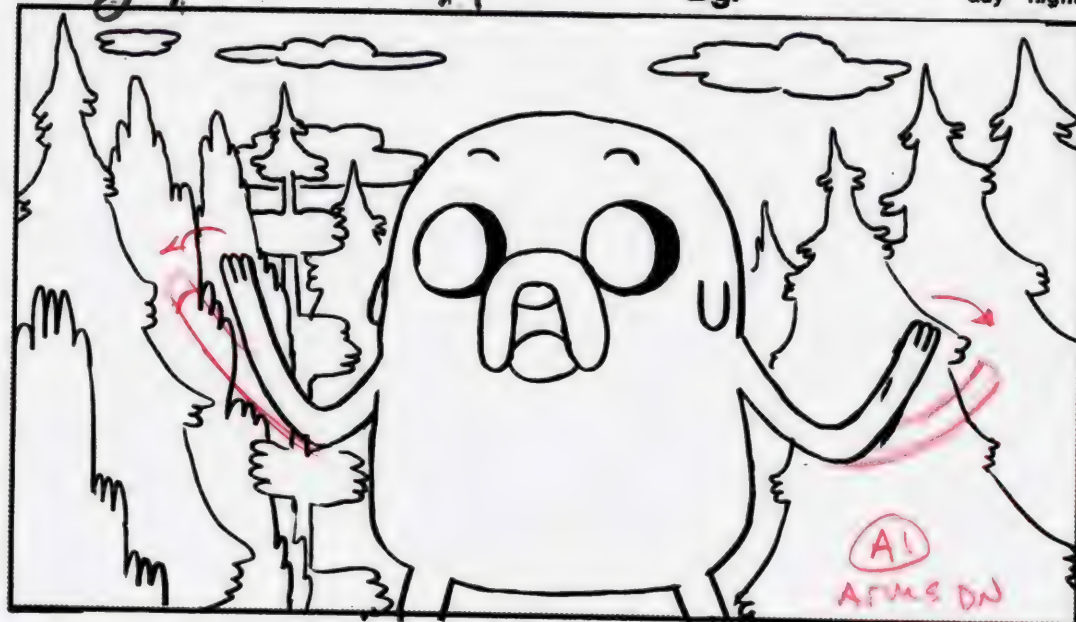


Sc. 29

Pnl. A

Bg.

Page 34
day night



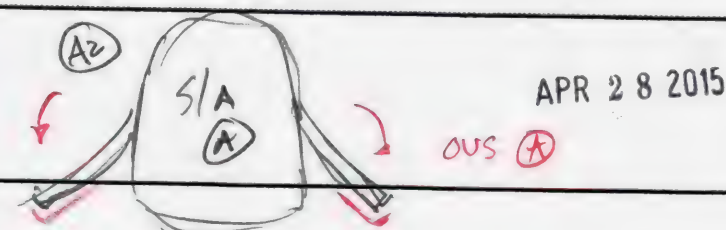
Dialog:

J/ And you helped her
because you're her FRIEND

Action:

J/ Real friends take
each other to the
edge of death

Timing:



1034-217

EPISODE #

Production:

1034/217

1034/217



ADVENTURE TIME

Sc. **29 CONT** Pnl. **B**

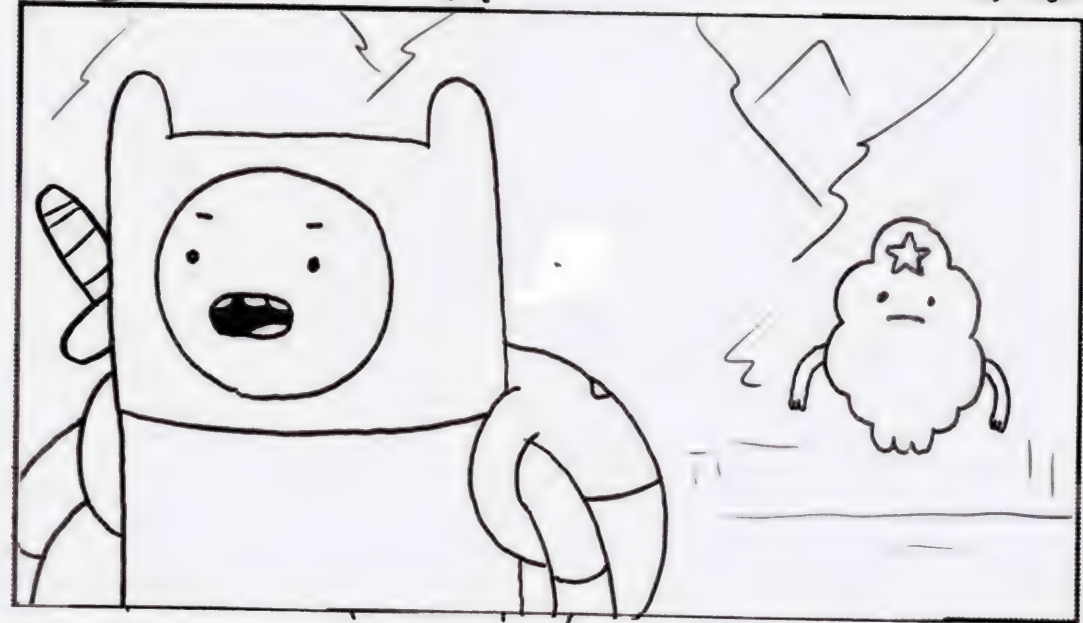
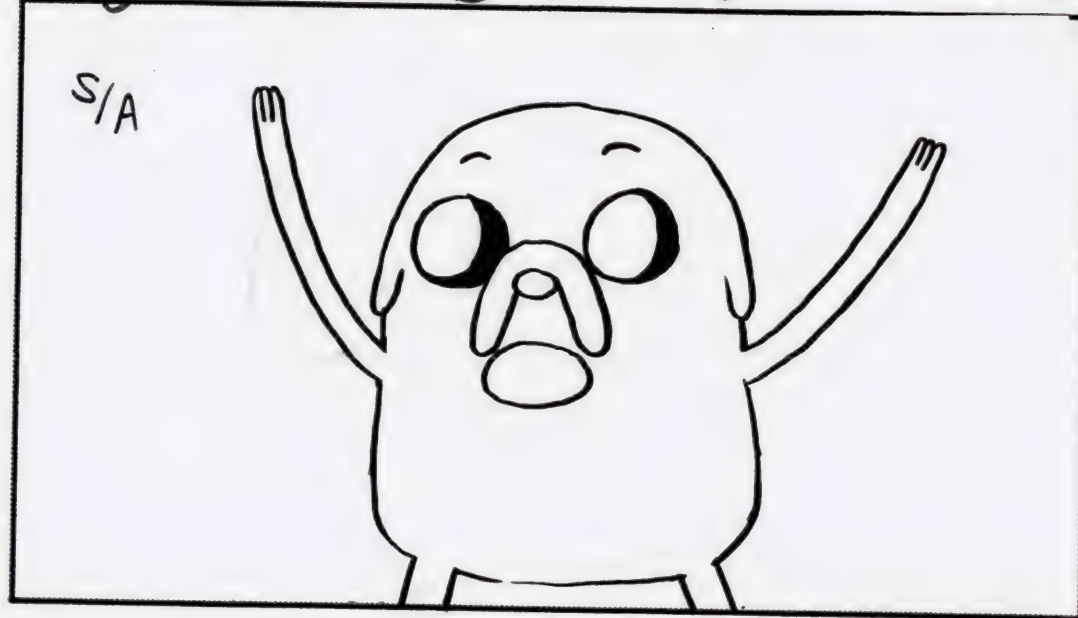
Bg.

day night

Sc. **30**

Pnl. **A**

Page **35**
day night

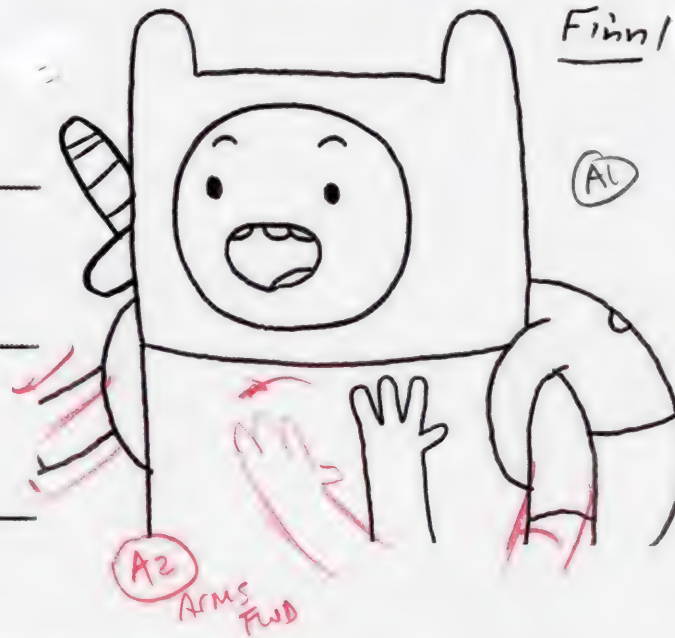


Dialog:

J/ Because death is
life! Right Finn? —

Action:

Timing:



Finn! Shoot yeah I
get poisoned all
the time just
doing the dishes!

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EPISODE # 1034-217

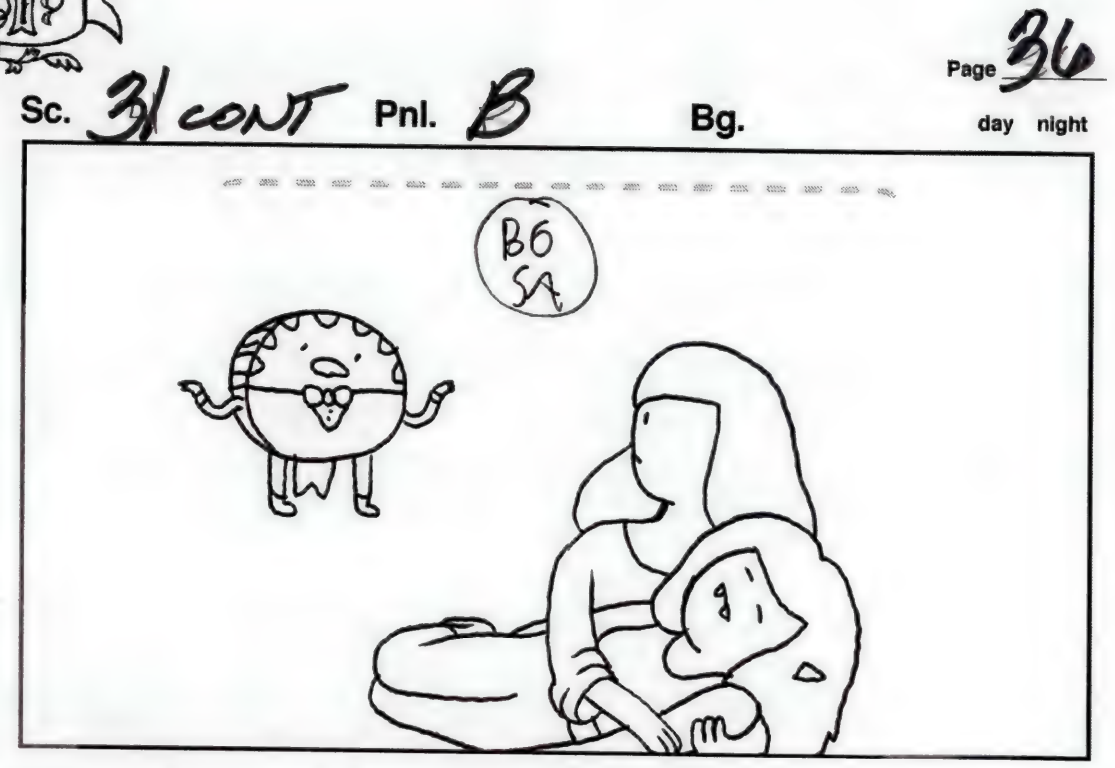
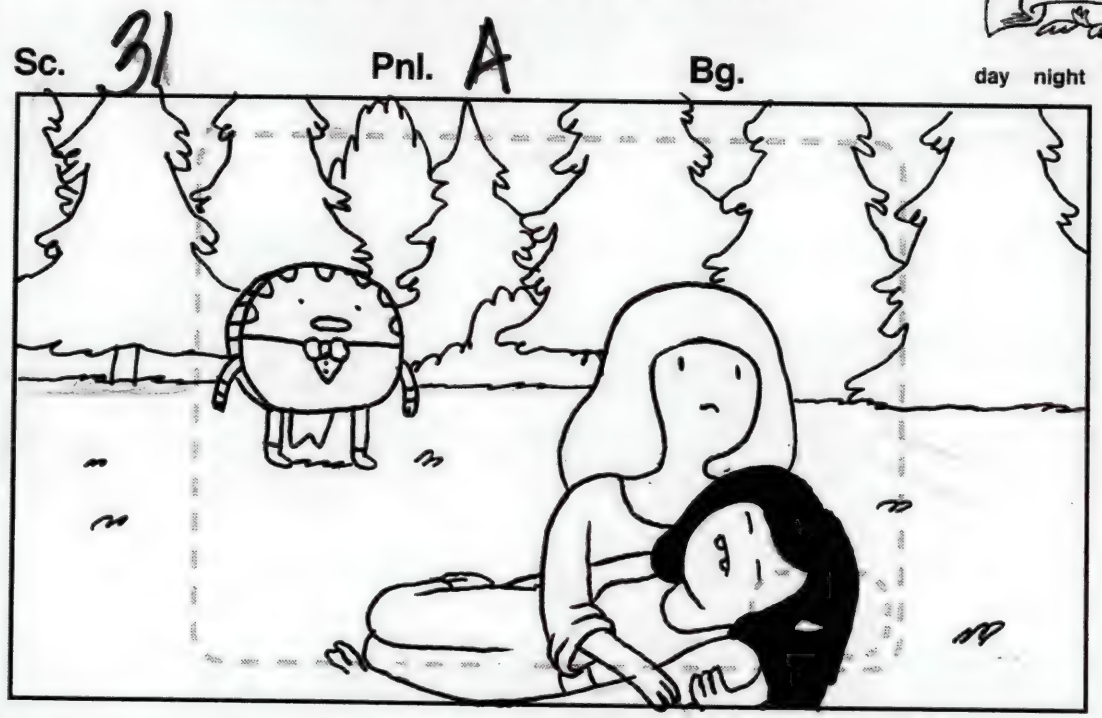
Production:

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1034/217

ADVENTURE TIME



Dialog:	<u>Pep but</u> / I get poisoned on purpose ...	
	<u>Pep but</u> / For research	
Action:		
Timing:		

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Production:

1034/217

1034/217

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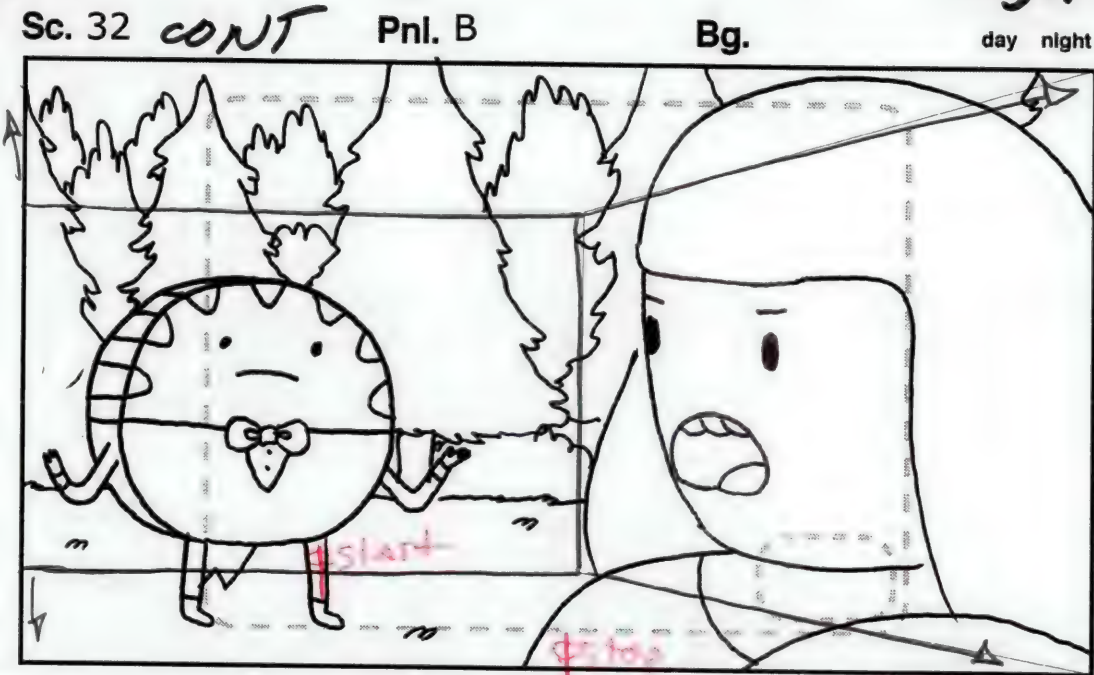
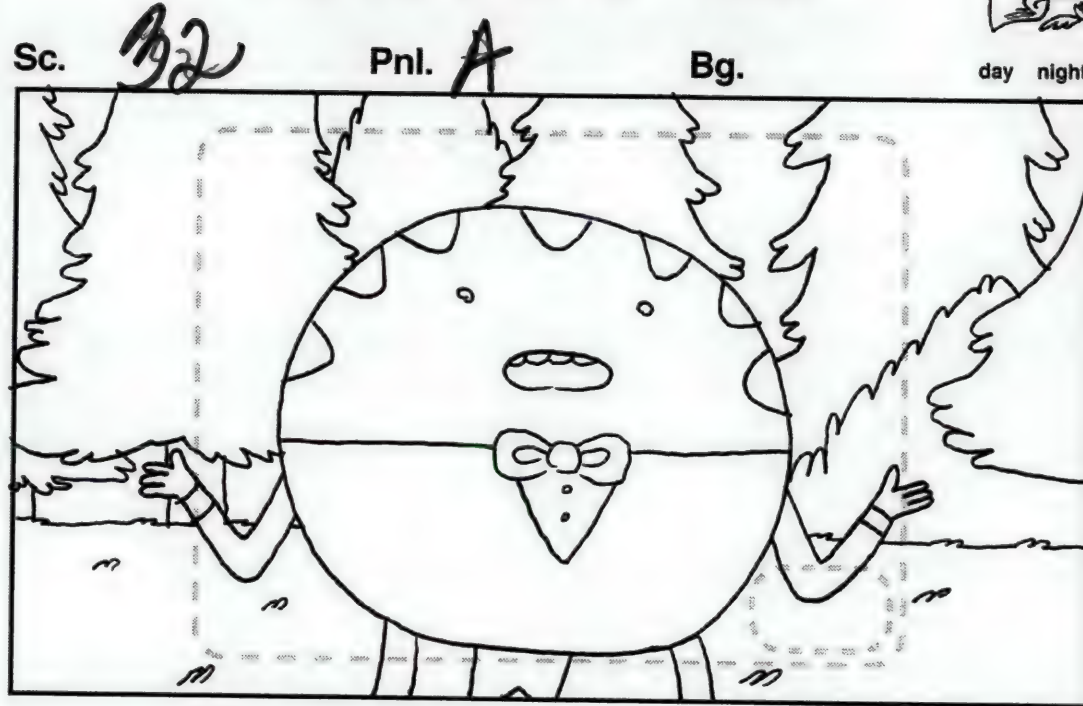
1034/217

ADVENTURE TIME



No scene 33

Page **37**
day night



Dialog:

Pepbut / I have a poison lab back at the castle. (A)



PBubblegum / Well let's get our butts over there then!



Diag
Truck out

APR 28 2015

EPISODE # 1034-217

1034/217

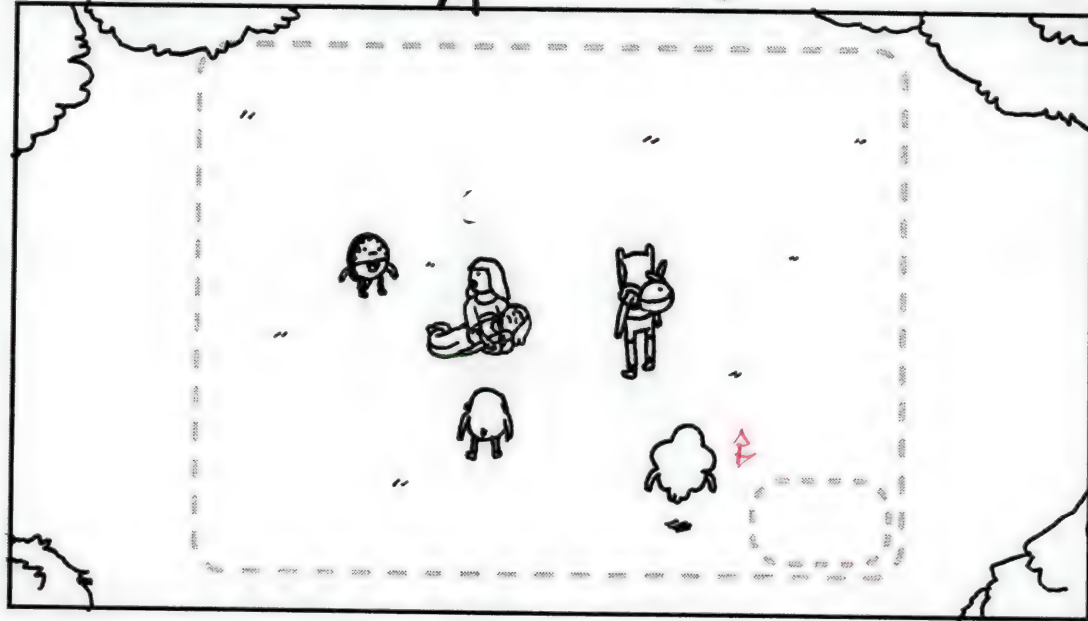
Production:

1034/217

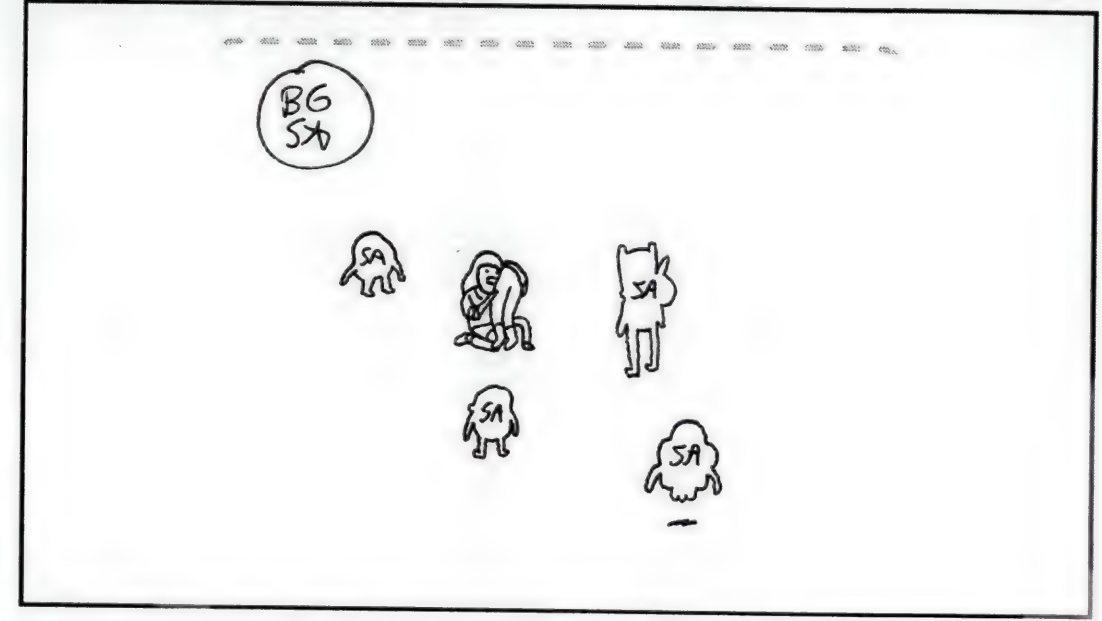
ADVENTURE TIME



Sc. **34** Pnl. **A** Bg. day night



Sc. **34 cont** Pnl. **B** Bg. day night



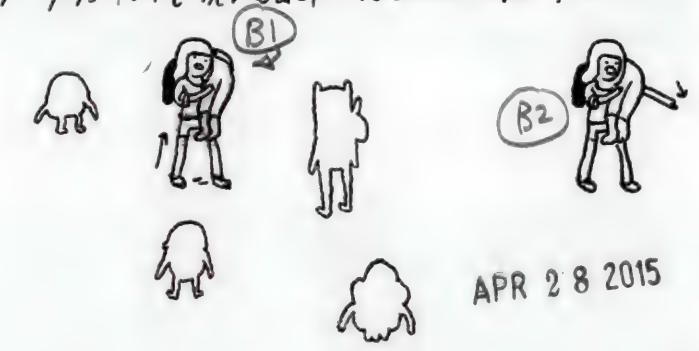
Dialog: PB/① Find "the ② Moon", Finn.

Action:

Timing:



PB/We'll work on an antidote. You guys take her back to the poison lab.
(blvr "guys take her back" to sound like "guys stake her back")



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EPISODE # 1034-217

Production:

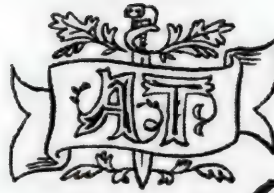
1034/217

1034/217

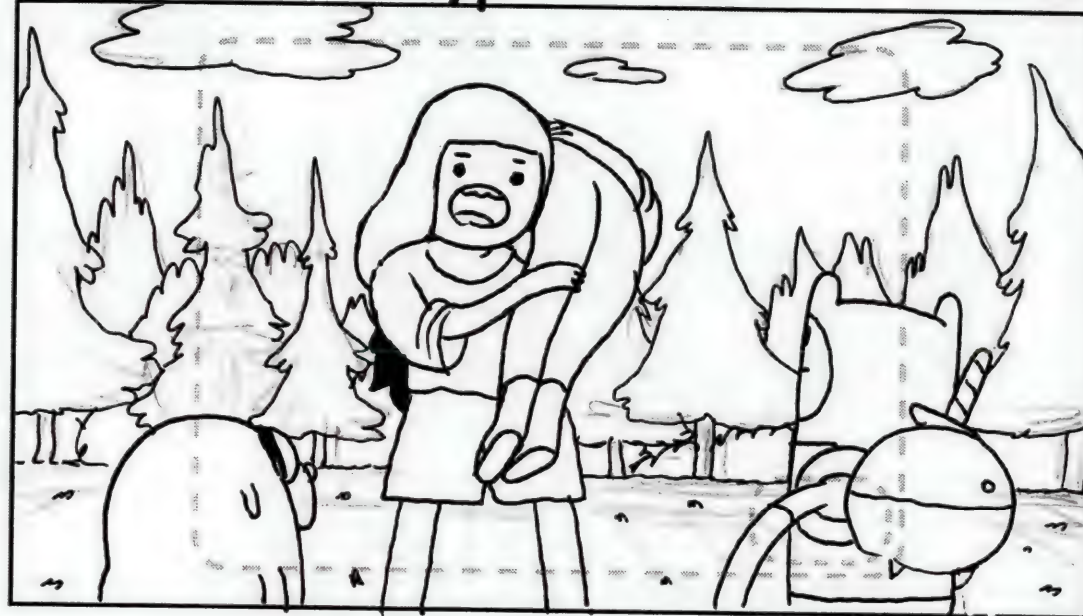
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ADVENTURE TIME



Sc. 35 Pnl. A Bg. day night



Sc. 35 CONT Pnl. B Bg. day night



Dialog: PB / maybe we can extract her healing powers.

F : WORD!

Action:

APR 28 2015

Timing:

EPISODE # 1034-217

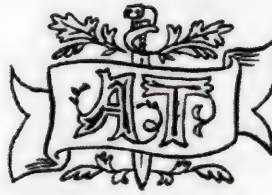
Production:

1034/217

1034/217

1034/217

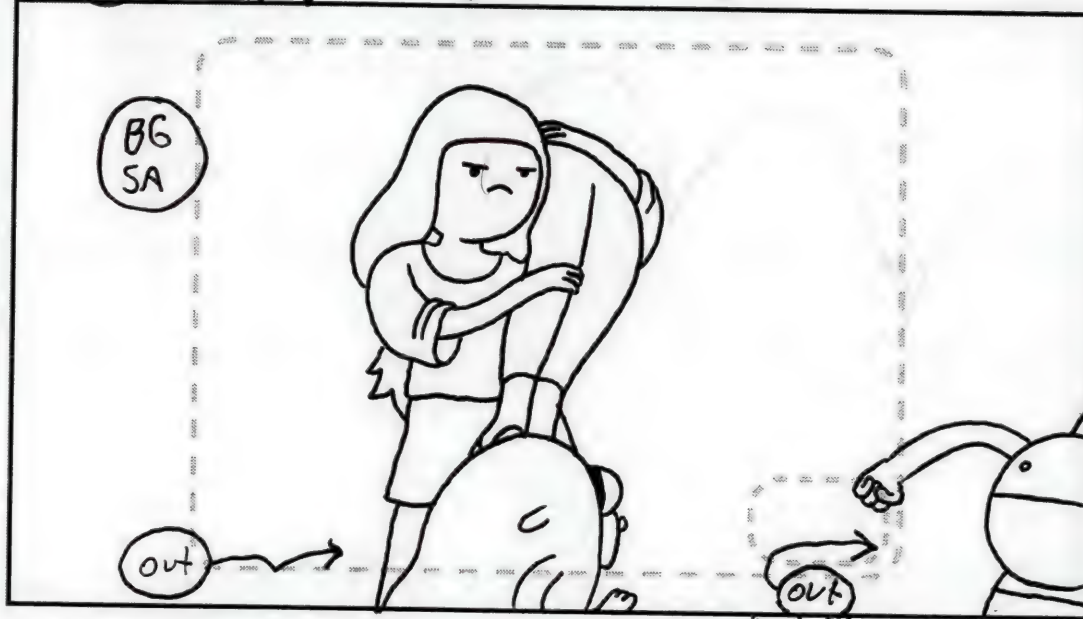
ADVENTURE TIME



Sc. **35 cont** Pnl. **C**

Bg.

day night



Sc. **35 cont** Pnl. **D**

Bg.

day night



Dialog:

Action:

- F+J RUN RIGHT. OFF/S

- PB RUNS OFF/S

Timing:

APR 28 2015

EPISODE # 1034-217

Production:

1034/217

1034/217

1034/217

ADVENTURE TIME

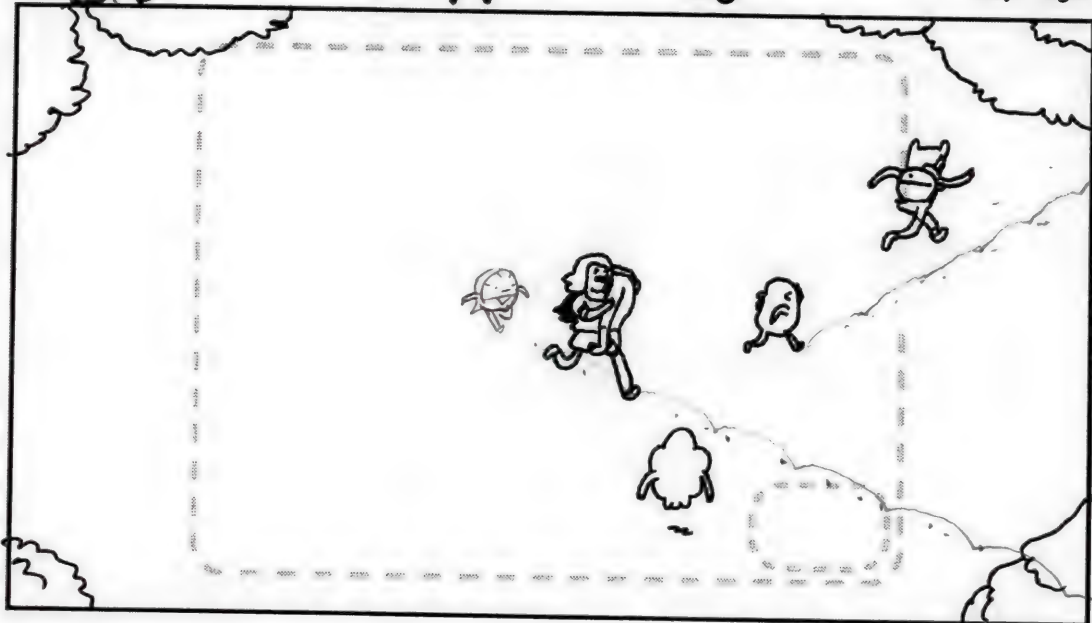


Sc. **36**

Pnl. **A**

Bg.

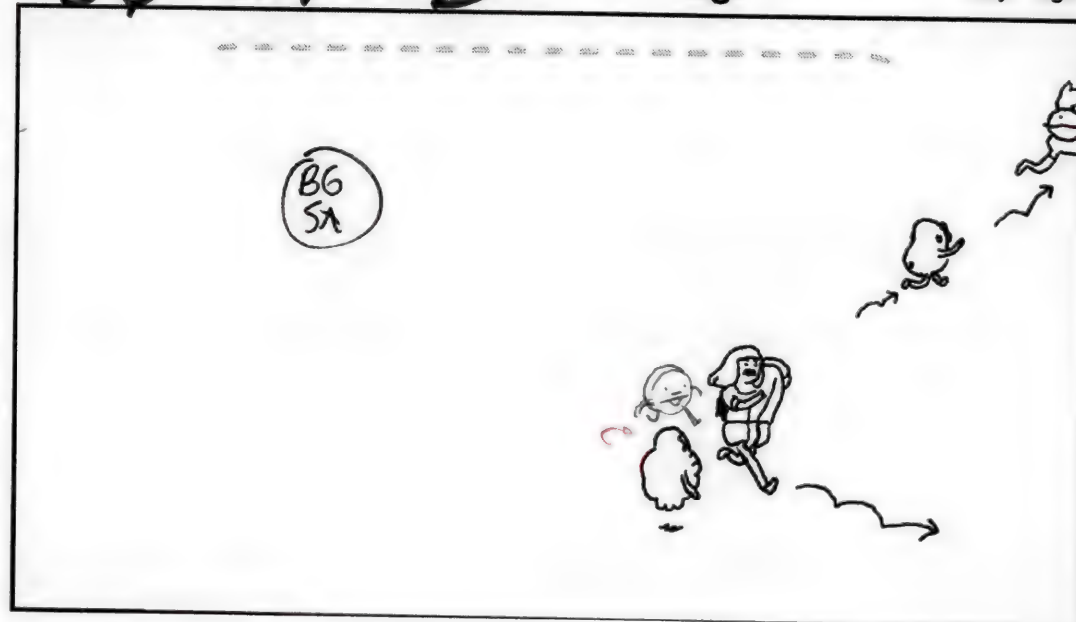
day night



Sc. **36 cont** Pnl. **B**

Bg.

day night



Dialog:

PR: 5:05
FIN 3:00
DPO: 10:00

Action:

-PB, PEP-BUT, F, J RUN OFF/S

Timing:

APR 28 2015



(B1)



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Production:

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1034/217

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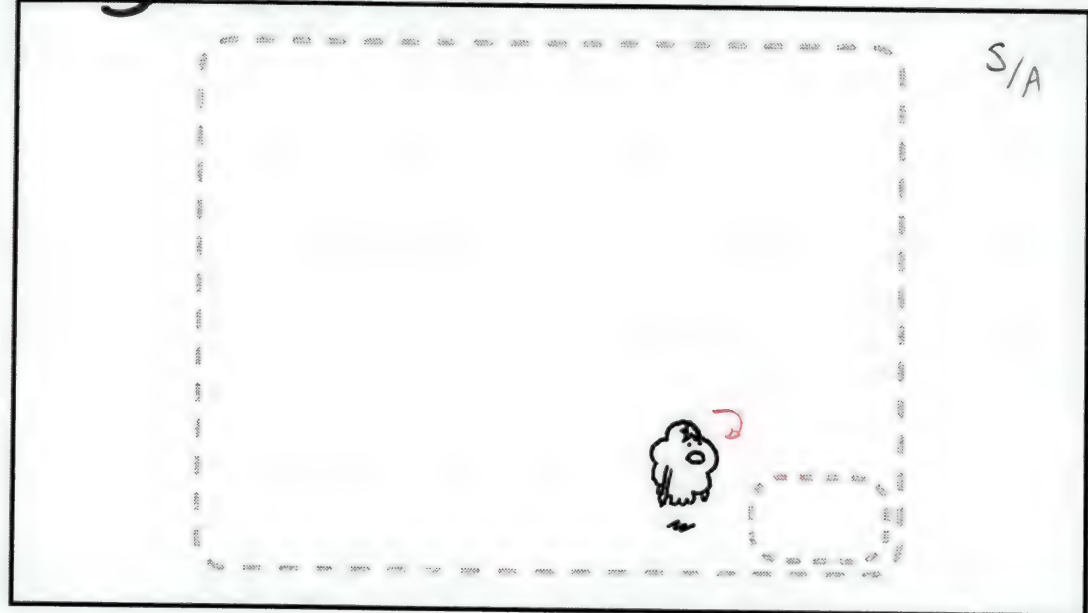
ADVENTURE TIME



Sc. 36 cont Pnl. C

Bg.

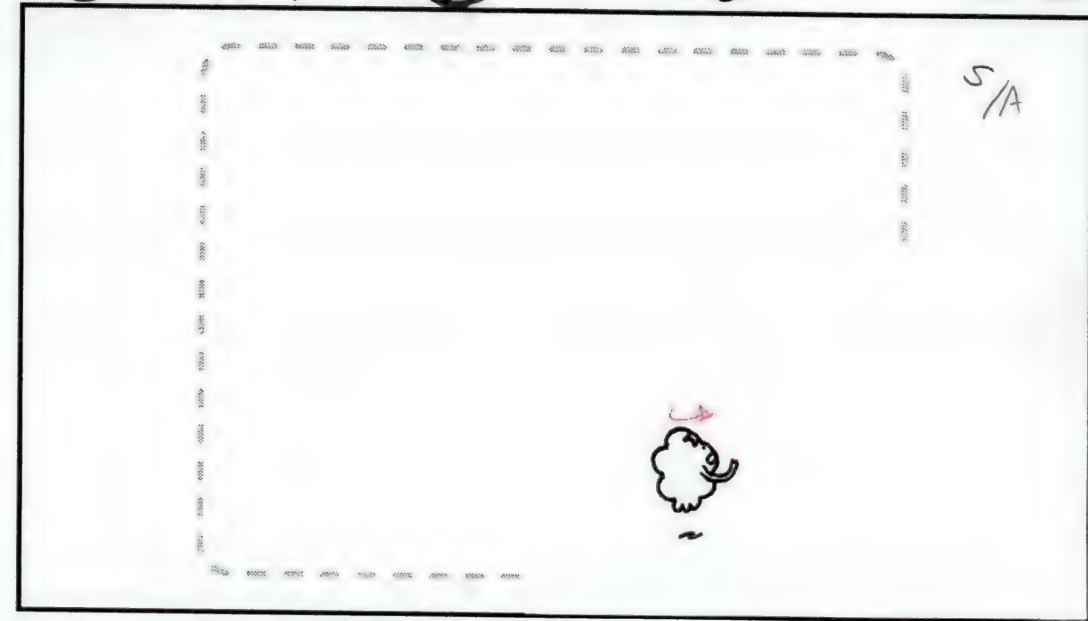
day night



Sc. 36 cont Pnl. D

Bg.

Page 42
day night



Dialog:	<u>LSP</u> / Hey wait
Action:	- LSP IS LEFT ALONE
Timing:	

LSP / What should I do?

APR 28 2015

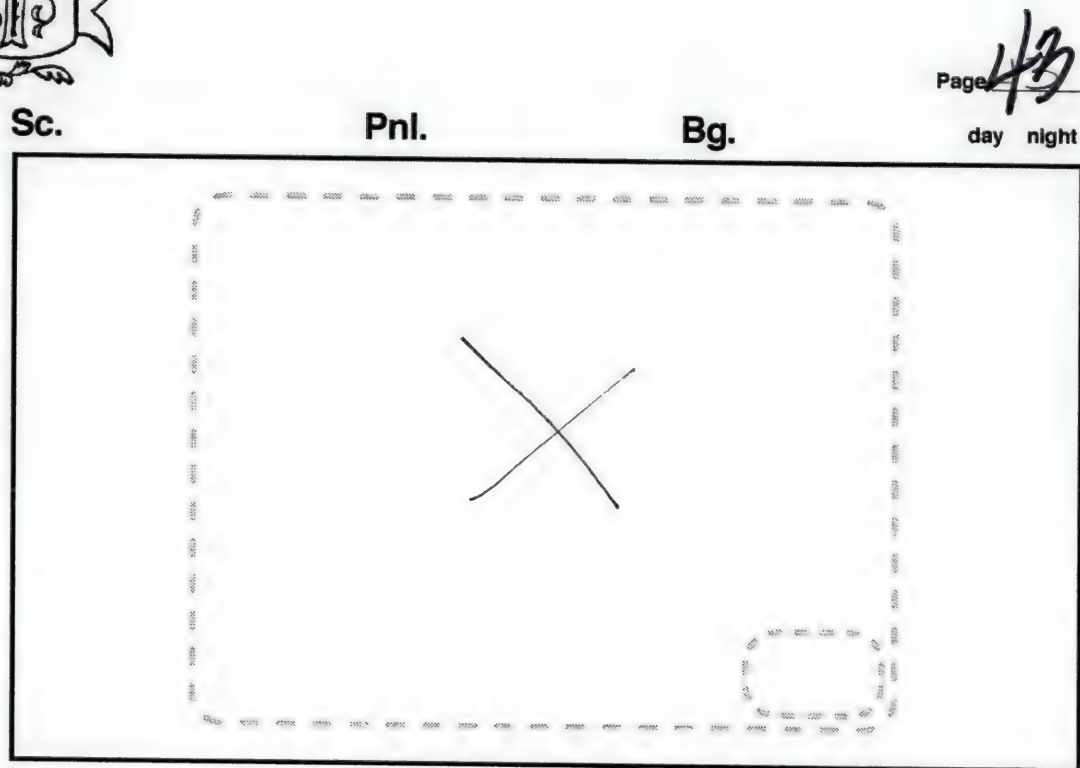
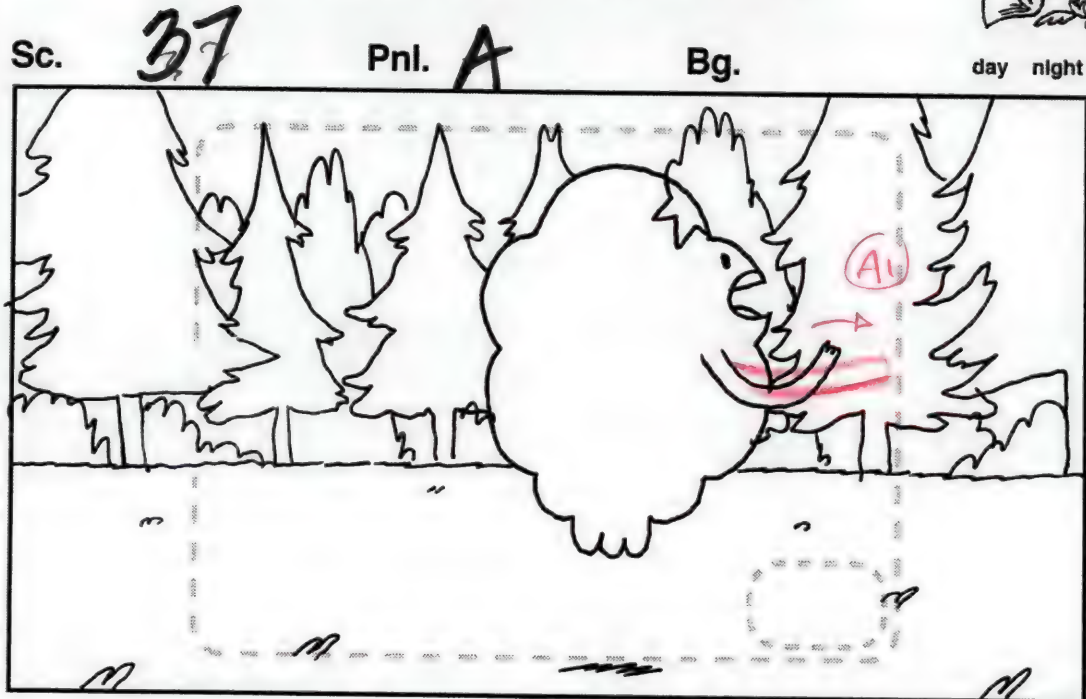
EPISODE # 1034-217

Production:

1034/217

1034/217

ADVENTURE TIME



Dialog: LSP / You guys.

Action:

APR 28 2015

Timing:

EPISODE # 1034-217

Production:

1034/217

1034/217

ADVENTURE TIME



Sc. **37 CONT Pnl. B**

Bg.

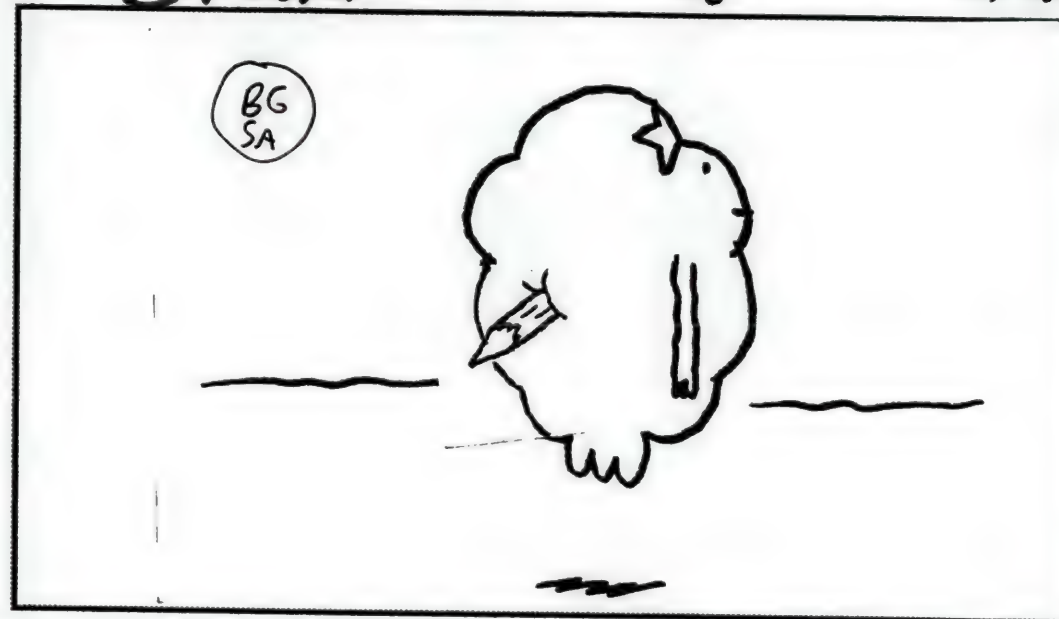
day night



Sc. **37 CONT Pnl. C**

Bg.

day night



Page **44**

Dialog:

LSP/ VH!

SFX:

= Shlorp =

Action:

+ a forgotten ^(BI) stake pushes out of LSP's back (FROM PT. S)

Timing:



APR 28 2015

1034-217

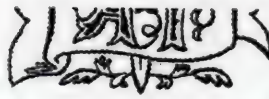
EPISODE #

1034/217

Production:

1034/217

ADVENTURE TIME



Sc. **37cont** Pnl. **D**

Bg.

day night



Sc. **37cont** Pnl. **E**

Bg.



Page **45**
45A NEXT

EPISODE # 1034-217

Dialog:

SFX: = PLUNK =
LSP / OOFF!

Action:

- STAKE FALLS TO THE GROUND

Timing:



LSP / BRR! : HAAA



APR 28 2013

Production:

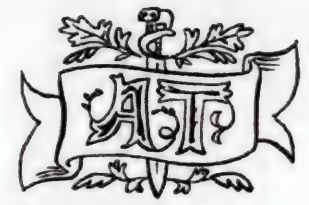
1034/217

1034/217

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ADVENTURE TIME



Sc. 37A

Pnl. A

Bg.

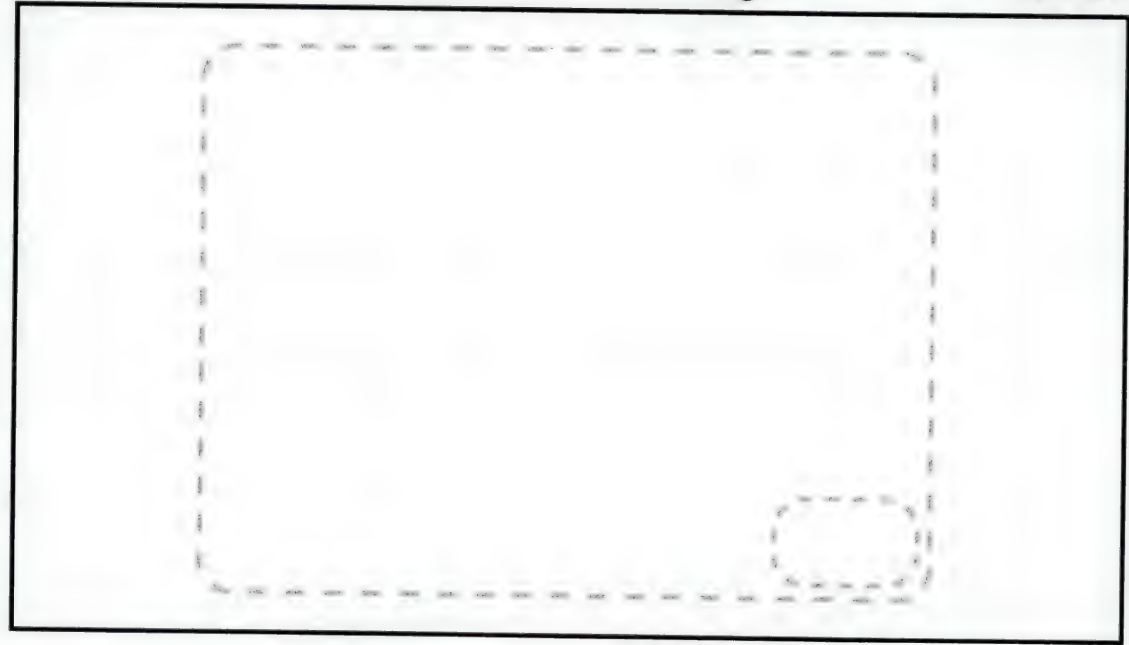
day night



Sc.

Pnl.

Bg.



Page 45A

46 NEXT
day night

Dialog:
Action:
Timing:

APR 28 2015

EPISODE #

1034/217

Production:

1034/217

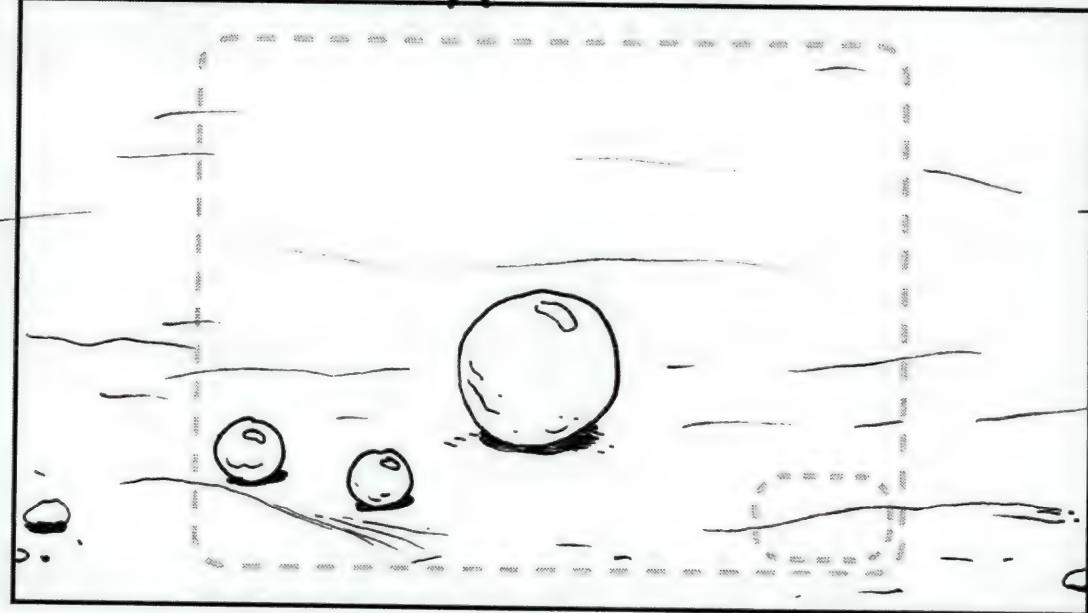
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1034/217

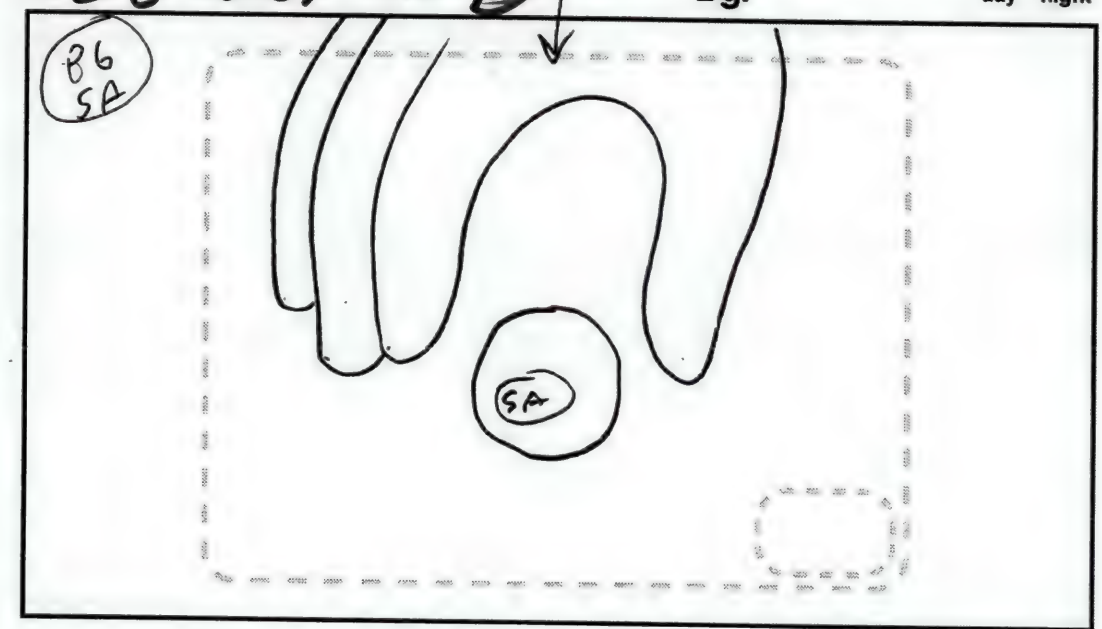
ADVENTURE TIME



Sc. **38** Pnl. **A** Bg. day night



Sc. **38 CONT** Pnl. **B** Bg. day night Page **46**



Dialog	
Action	- CU of MOON PEARLS. (AFTERNOON.)
Timing:	- Finn's hand LOWERS ON/5.
APR 28 2015	

EPISODE # 1034-217

Production:

1034/217

1034/217

ADVENTURE TIME

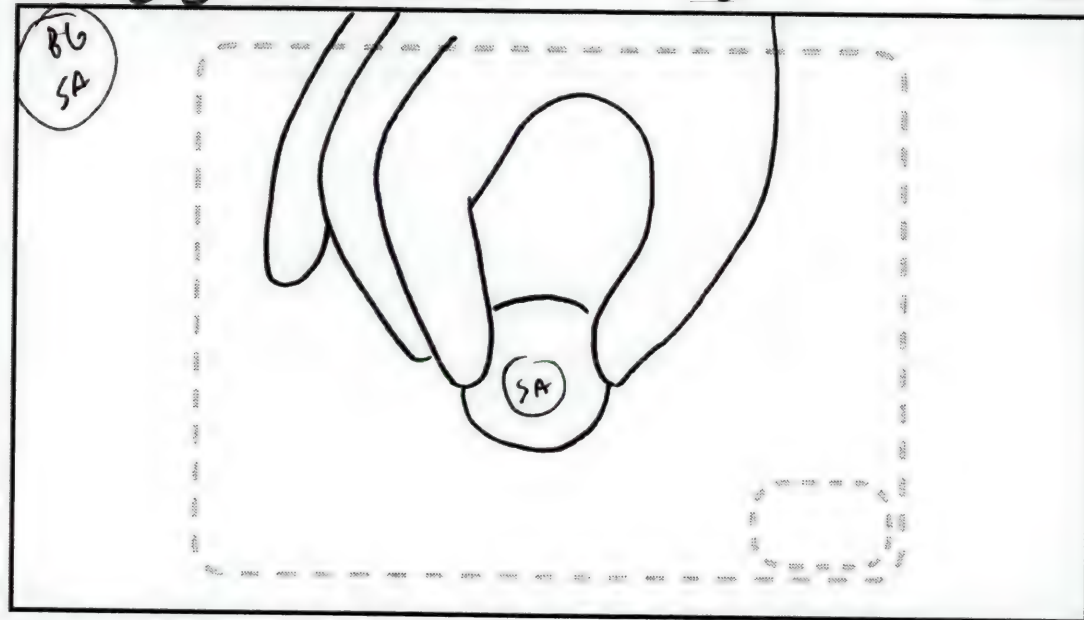


Sc.

38 CONT Pnl. C

Bg.

day night



Sc.

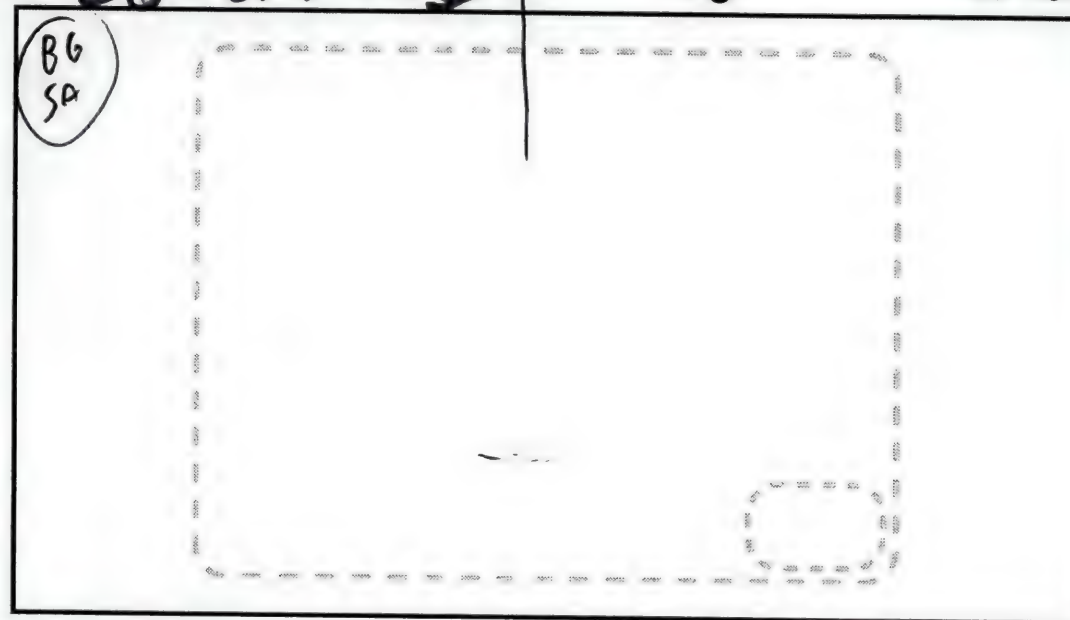
38 CONT Pnl. D

Bg.

Page

47

day night



Dialog:

Action:

- F. grabs PEARL.

Timing:

APR 2-8 2015

Production:

EPISODE #

1034-217

1034/217

1034/217

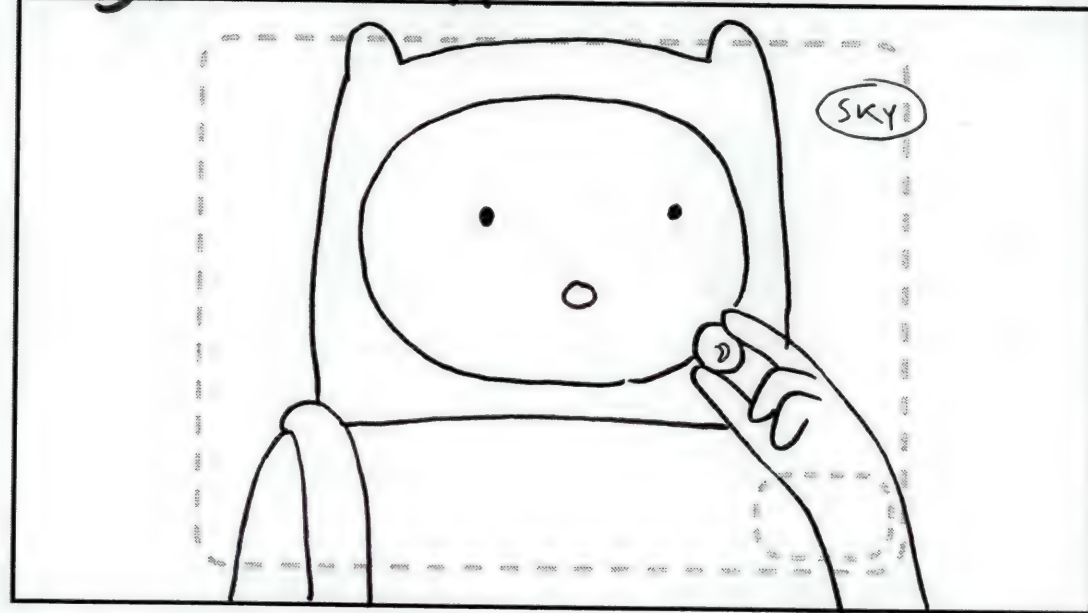
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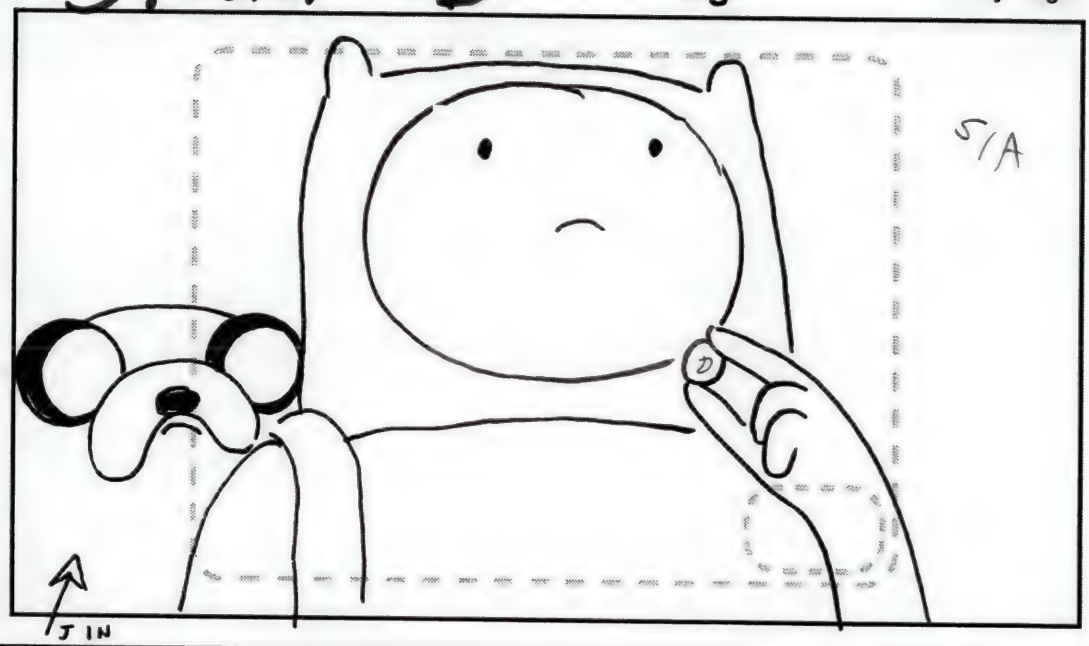
ADVENTURE TIME



Sc. **39** Pnl. **A** Bg. day night



Sc. **39 CONT** Pnl. **B** Bg. day night



Dialog:	(F) moon pearls ...
Action:	-J. WALKS ON/S.
Timing:	APR 28 2015

1034-217

EPISODE #

1034/217

Production:

ADVENTURE TIME



Sc. **40**

Pnl. **A**

Bg.

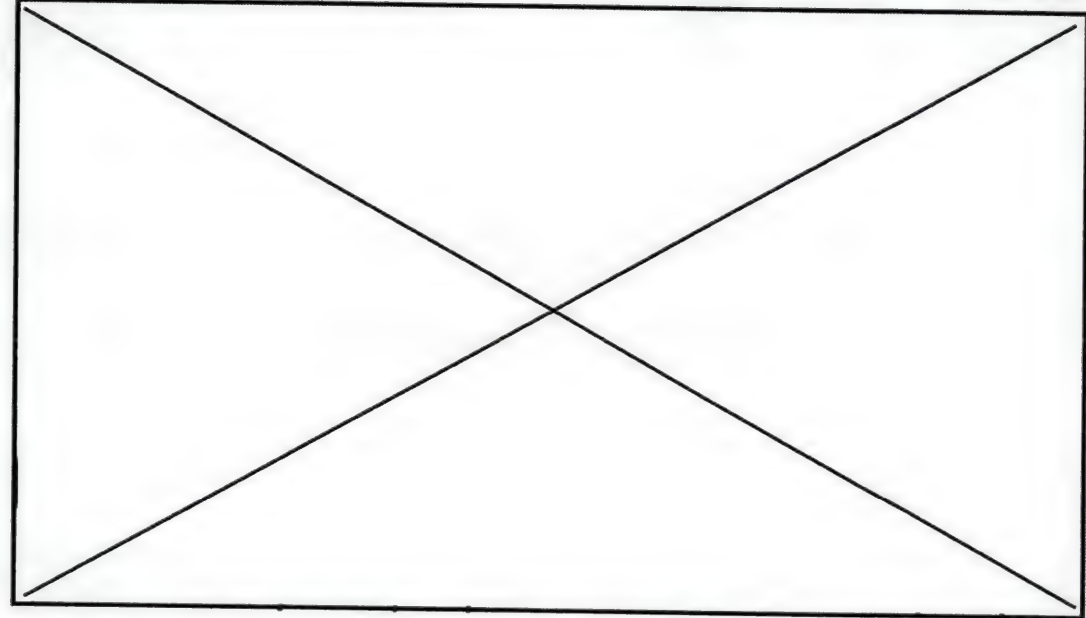
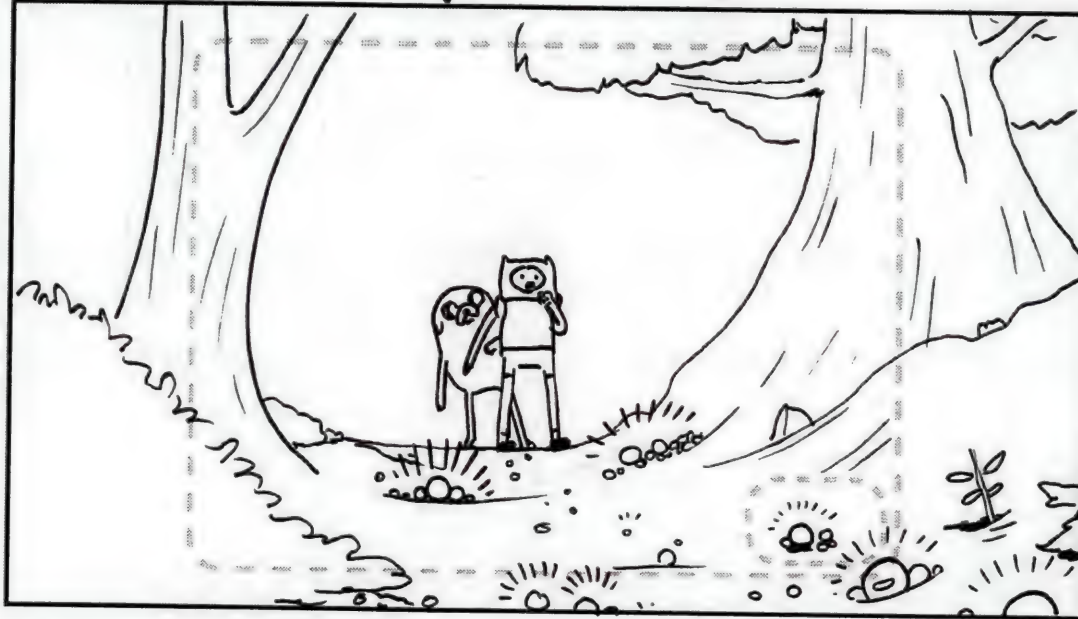
day night

Sc. OUT

Pnl.

Bg.

Page **49**
day night



Dialog:

(F) we're on her trail
(J) GROSS!

Action:

— Pearls glowing/shining along forest path

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Timing:



EPISODE # 1034-217

Production:

1034/217

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1034/217

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ADVENTURE TIME

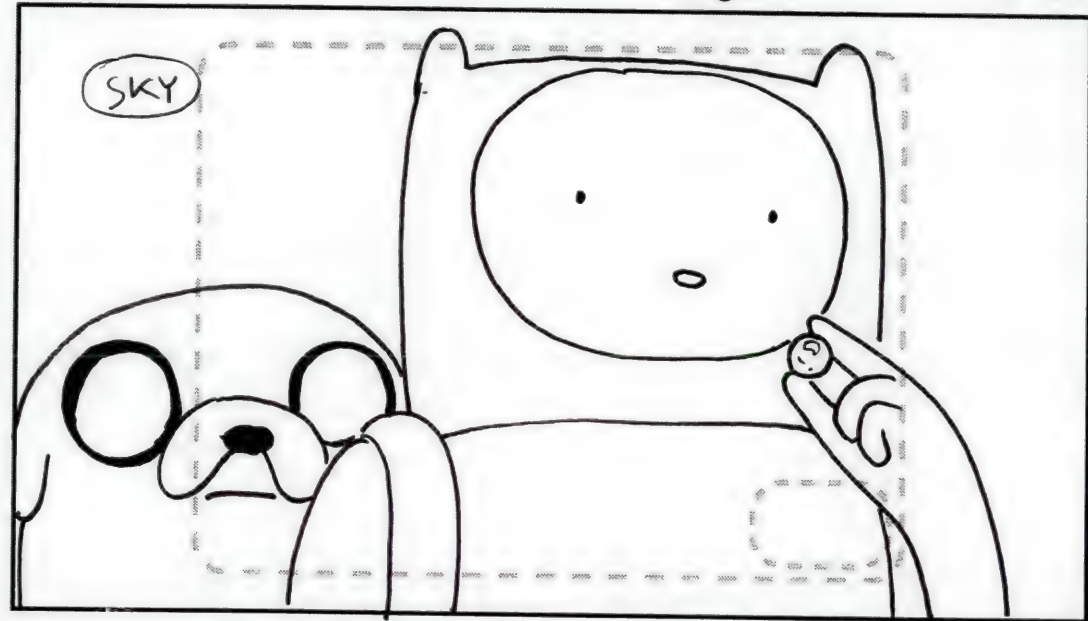


Sc. **41**

Pnl. A

Bg.

day night

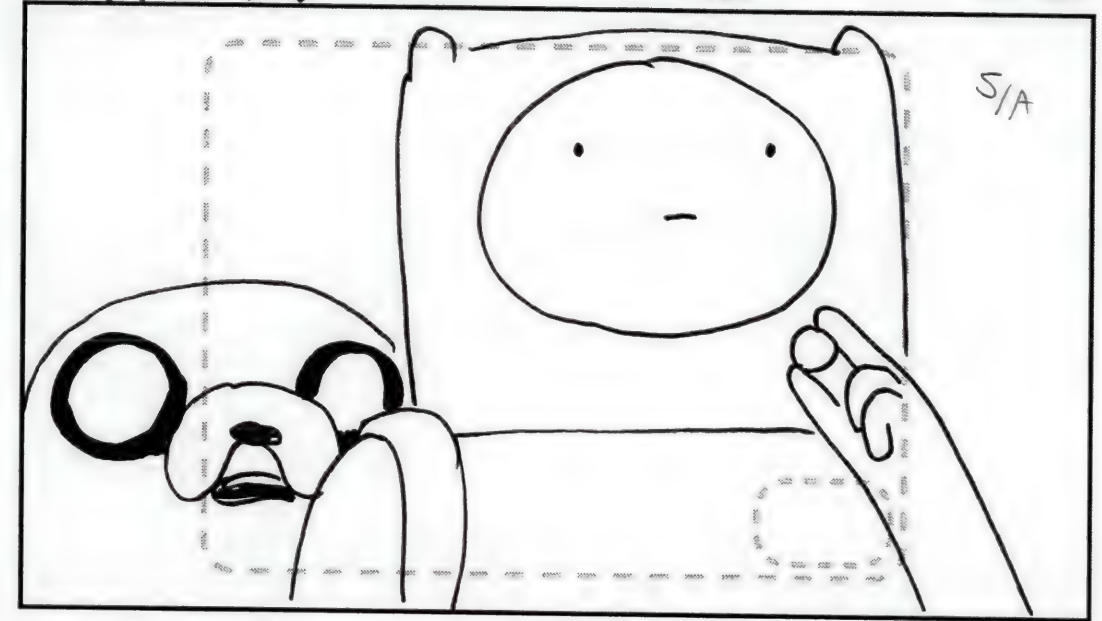


Sc. **41/CONT**

Pnl. B

Bg.

day night



Dialog:

(F) I think they're Pretty ...

(J) what if they're like, her boogers

Action:

Timing:

APR 28 2015

EPISODE # 1034-217

Production:

1034/217

ADVENTURE TIME

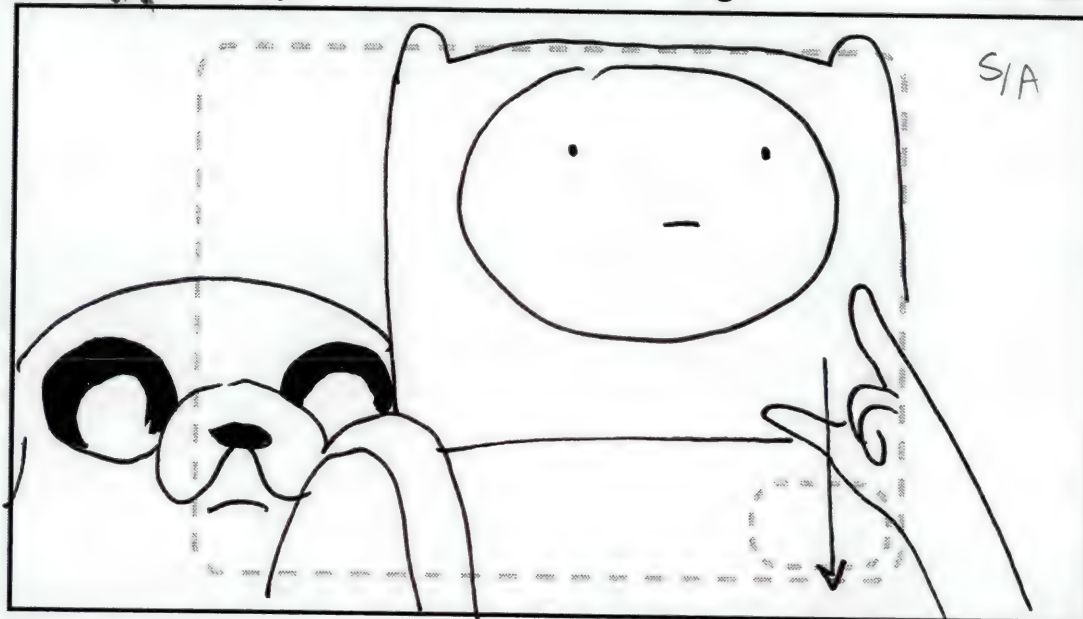


Sc. 4/CONT

Pnl. C

Bg.

day night



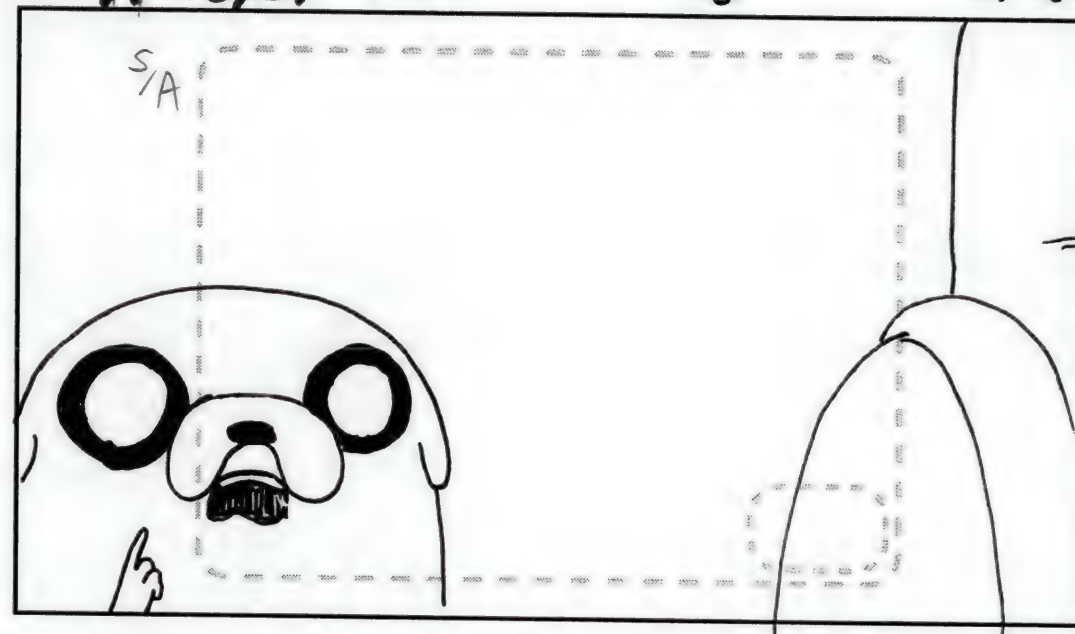
OUT

Sc. 4/CONT

Pnl. D

Bg.

day night



Finn
Out

Dialog:

J or worse -

Action:

- Finn drops Pearl

- FINN WALKS OFFS

Timing:

APR 2-8 2015

Production:

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1034/217

ADVENTURE TIME

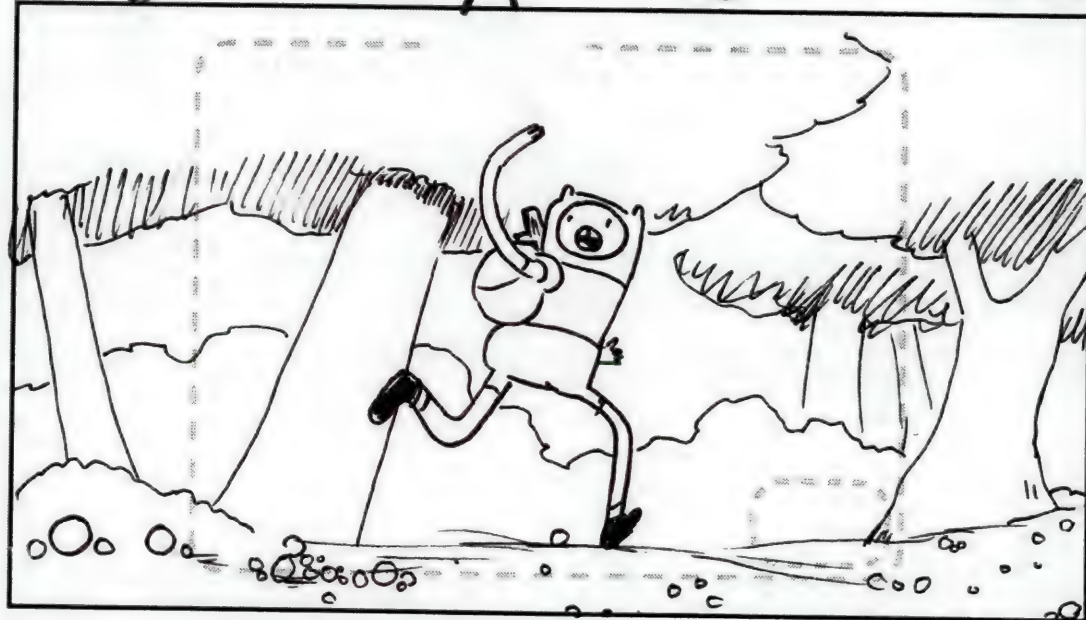


Sc. **42**

Pnl. **A**

Bg.

day night

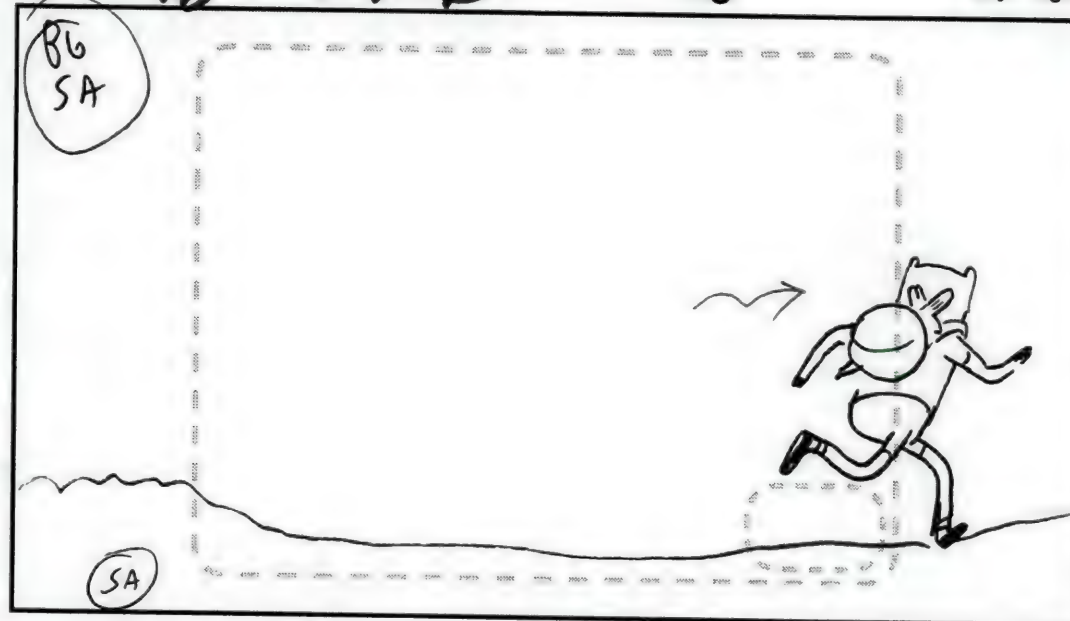


Sc. **42 cont.**

Pnl. **B**

Bg.

day night



Page **52**

Dialog:

(F) c'mon Jake!

Action:

IN - F. RUNS FOLLOWING PEARLS.

Timing:



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Production:

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1034/217

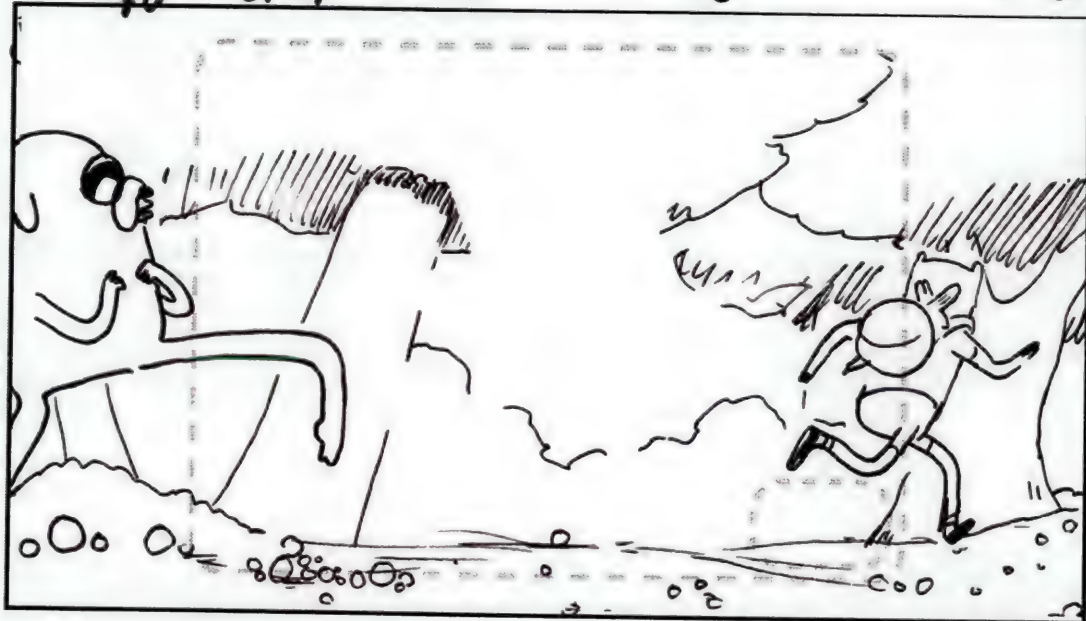
ADVENTURE TIME



Sc. 42 CONT Pnl. C

Bg.

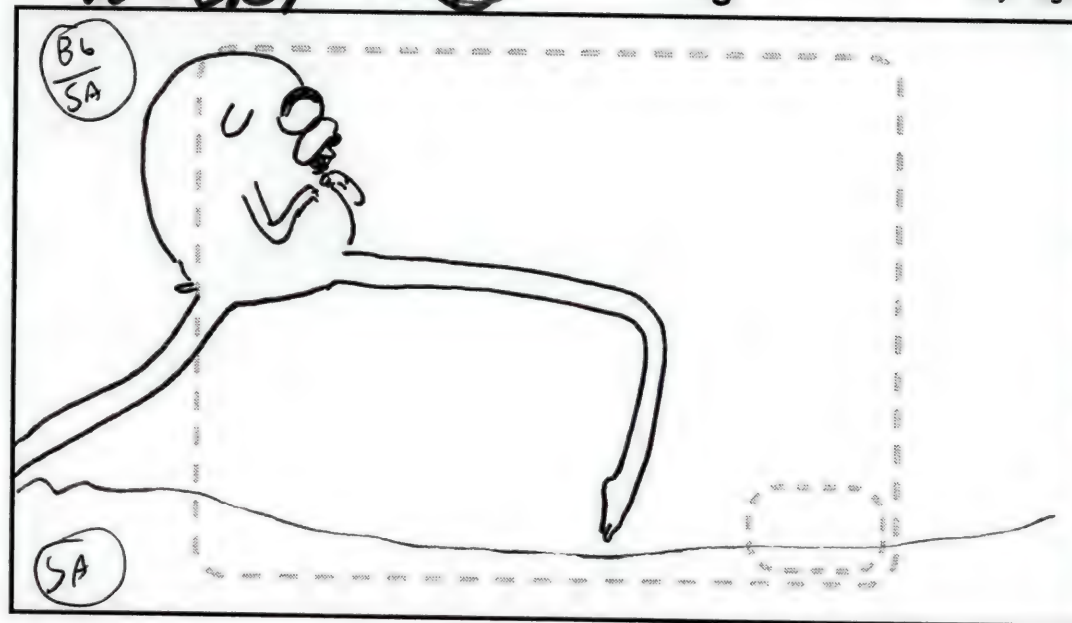
day night



Sc. 42 CONT Pnl. D

Bg.

day night



Page 53

Dialog:

(J) ew ew

(J) ew ew

Action:

- J. QUICKLY TIPTOES - DOWN TRAIL.

APR 2-8 2015

Timing:

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Production:

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1034/217

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ADVENTURE TIME

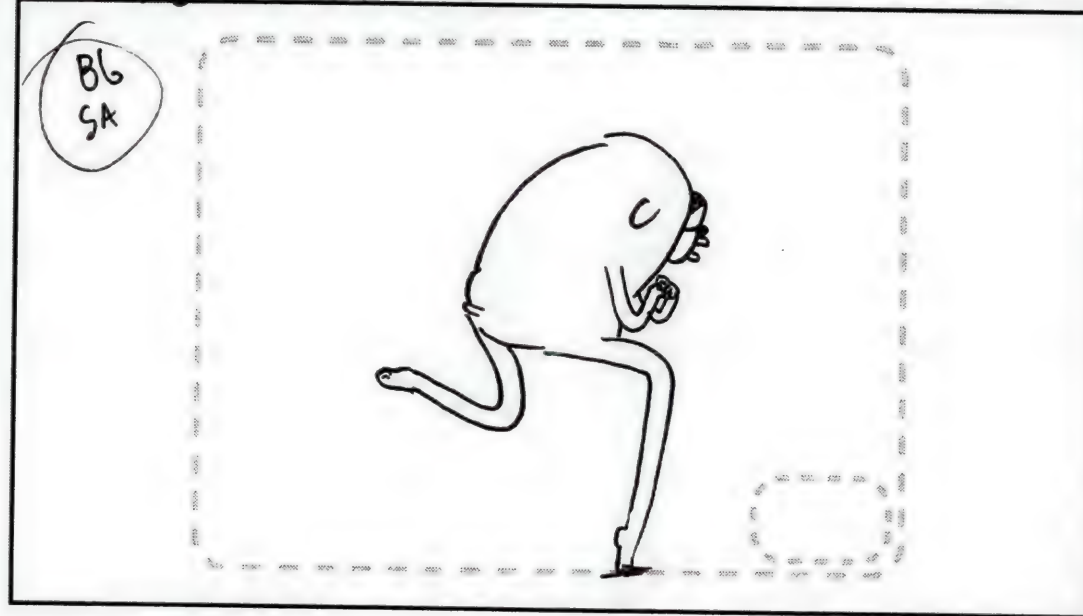


Sc.

42 CONT Pnl. E

Bg.

day night



Sc.

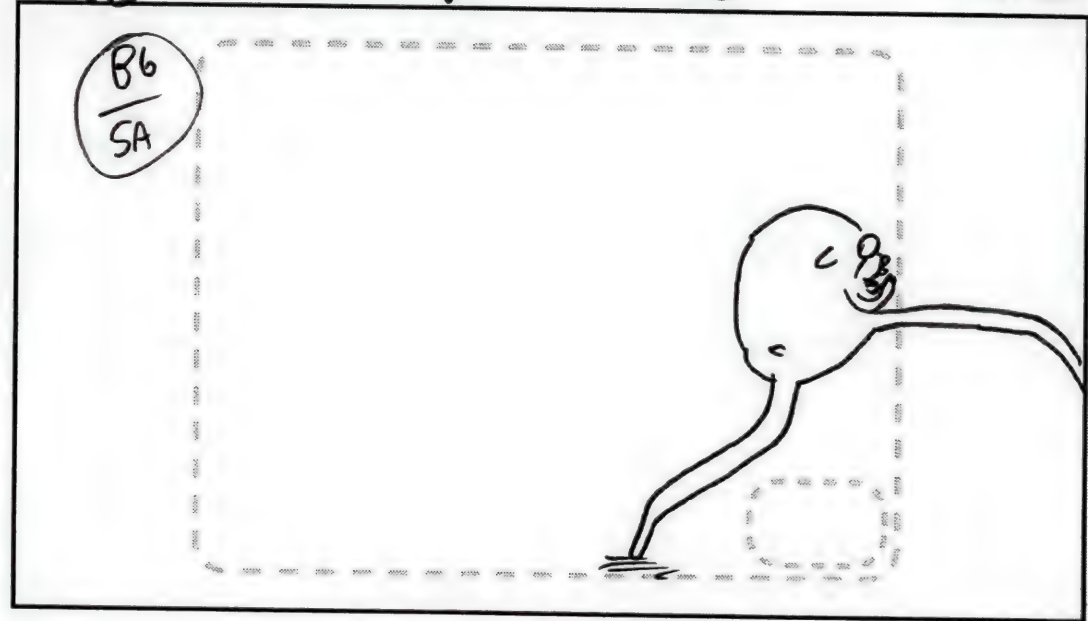
42 CONT Pnl. F

Bg.

Page

54

day night



Dialog:

(J)

ew ew

ew ew!

Action:

Timing:

APR 28 2015

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Production:

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1034/217

ADVENTURE TIME



Sc.

48 CONT Pnl. G

Bg.

day night

Sc.

43

Pnl. A

Bg.

Page

55

day night



Dialog:

(J) Sometimes I think vampires
were invented --

Action:

- J. TIPTOES OFF/S.

Timing:

APR 2-8 2015

Production:

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1034/217

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ADVENTURE TIME



Sc.

43 CONT Pnl. B

Bg.

day night

Sc.

44

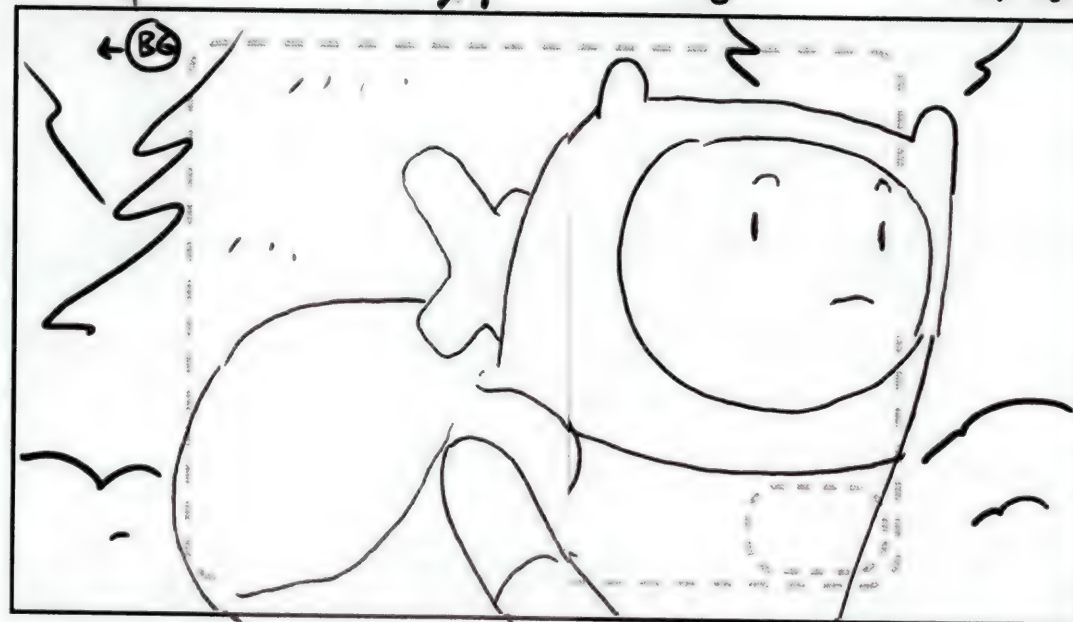
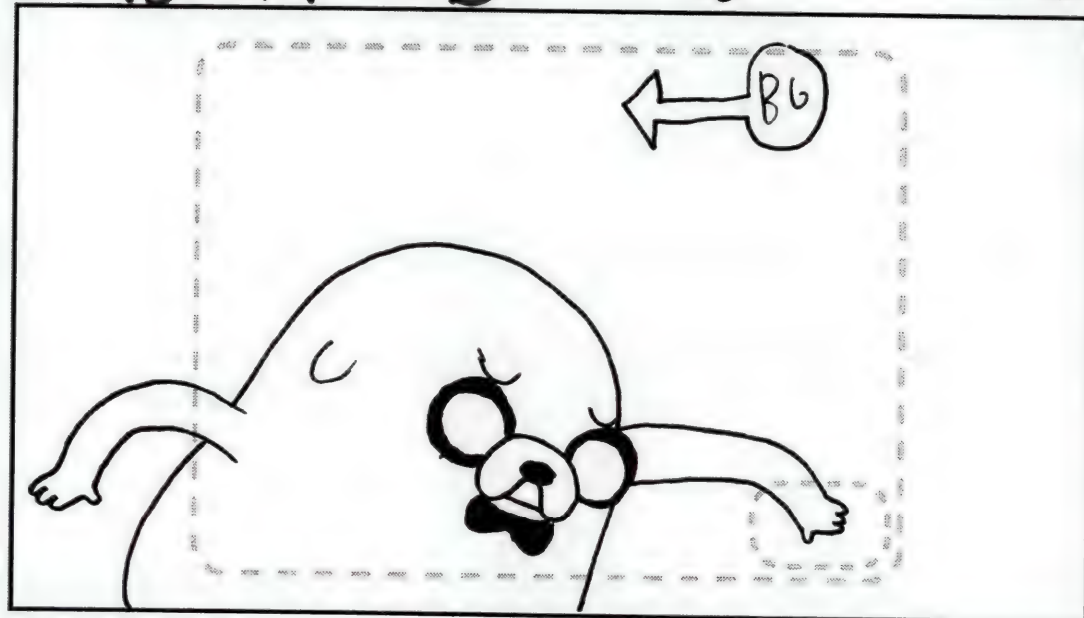
Pnl. A

Bg.

Page

56

day night



Dialog:

(J) Just to torment me

(F)

Action:

APR 28 2015

Timing:

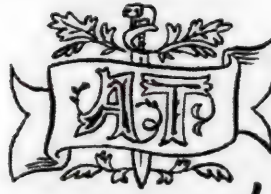
EPISODE # 1034-217

Production:

1034/217

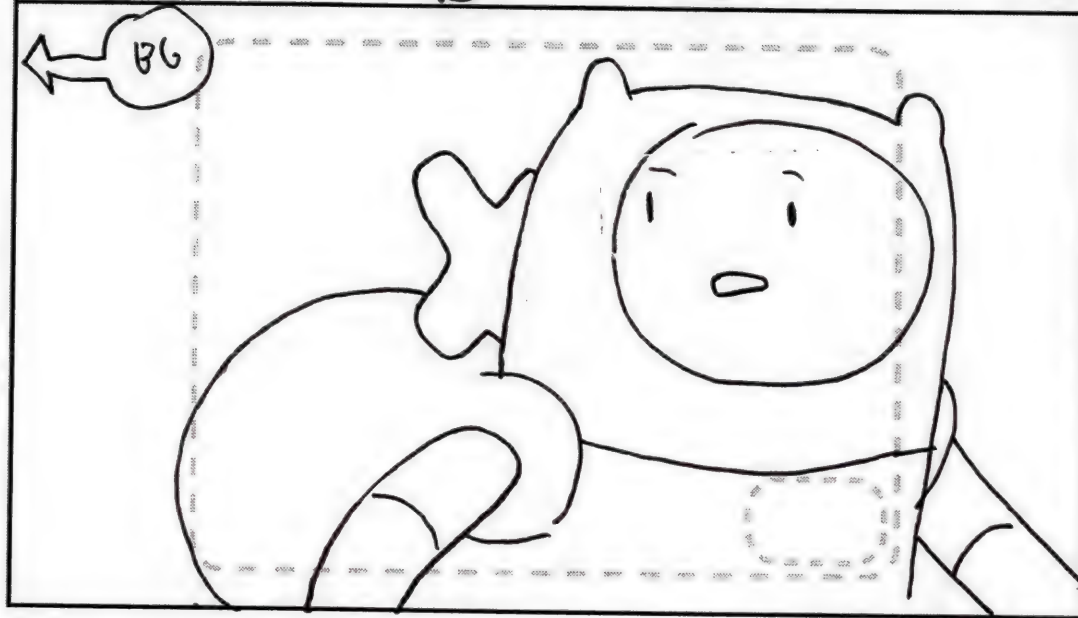
1034/217

ADVENTURE TIME



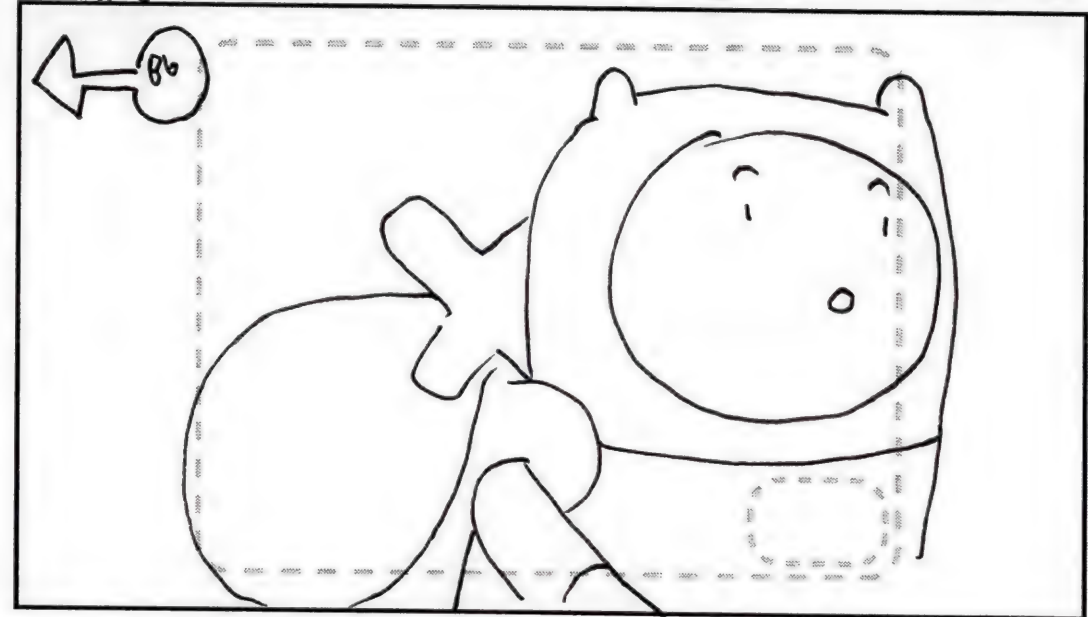
Sc. 44 cont Pnl. B Bg.

day night



Sc. 44 cont Pnl. C Bg.

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day night



Dialog: (F) Woah. I dont think so man

(F) I think you might have
a hubris.
(hoo.briss)

Action:

Timing:

APR 28 2015

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EPISODE #

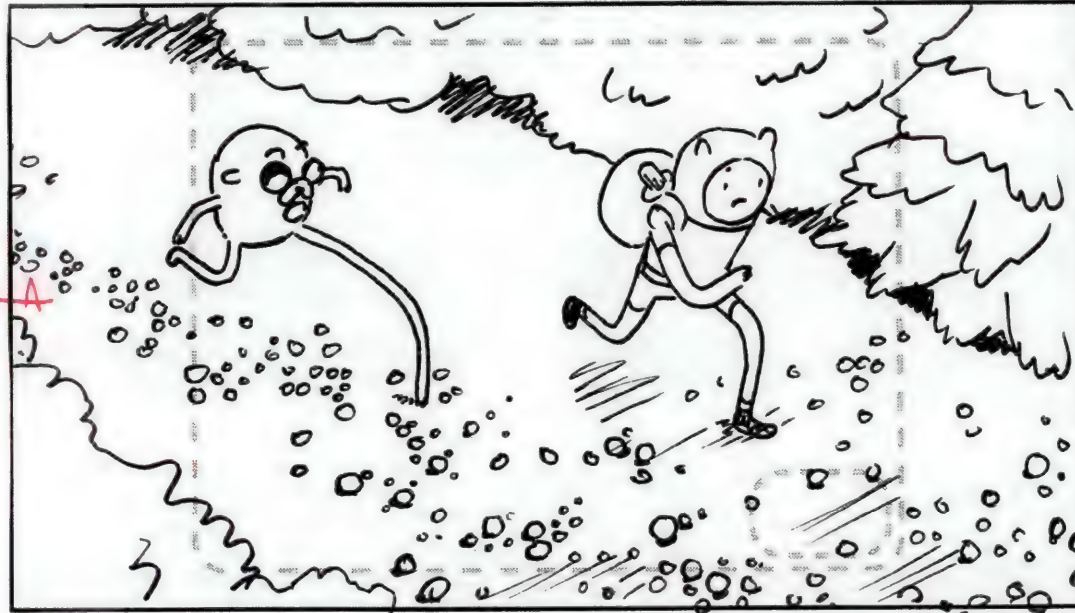
Production:

1034/217

1034/217

45 reference

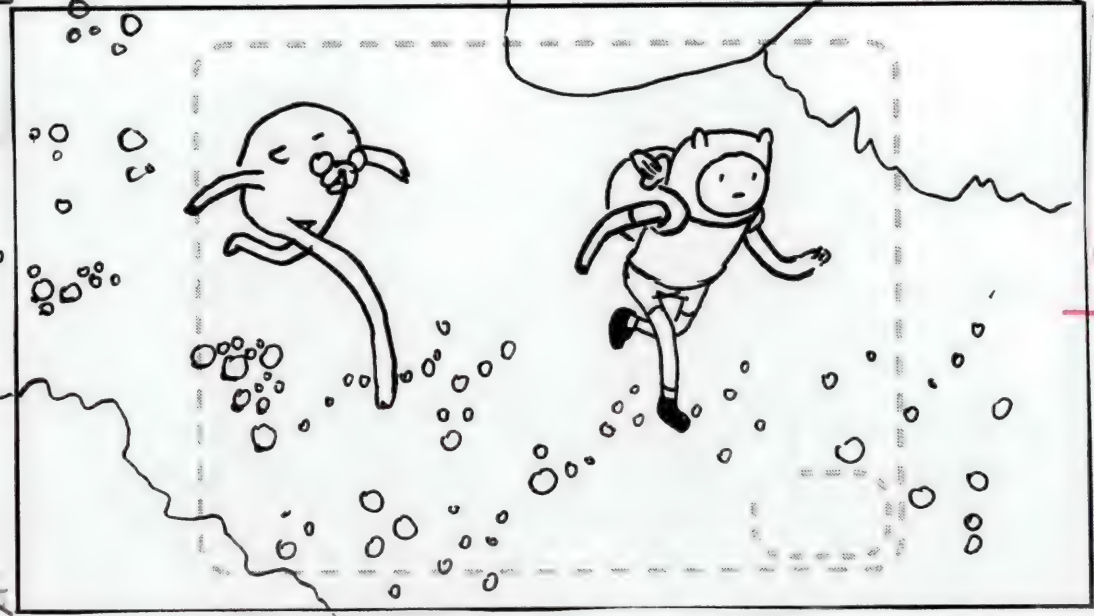
S/A
Ⓐ
Start



Diag
pan →

APR 28 2015

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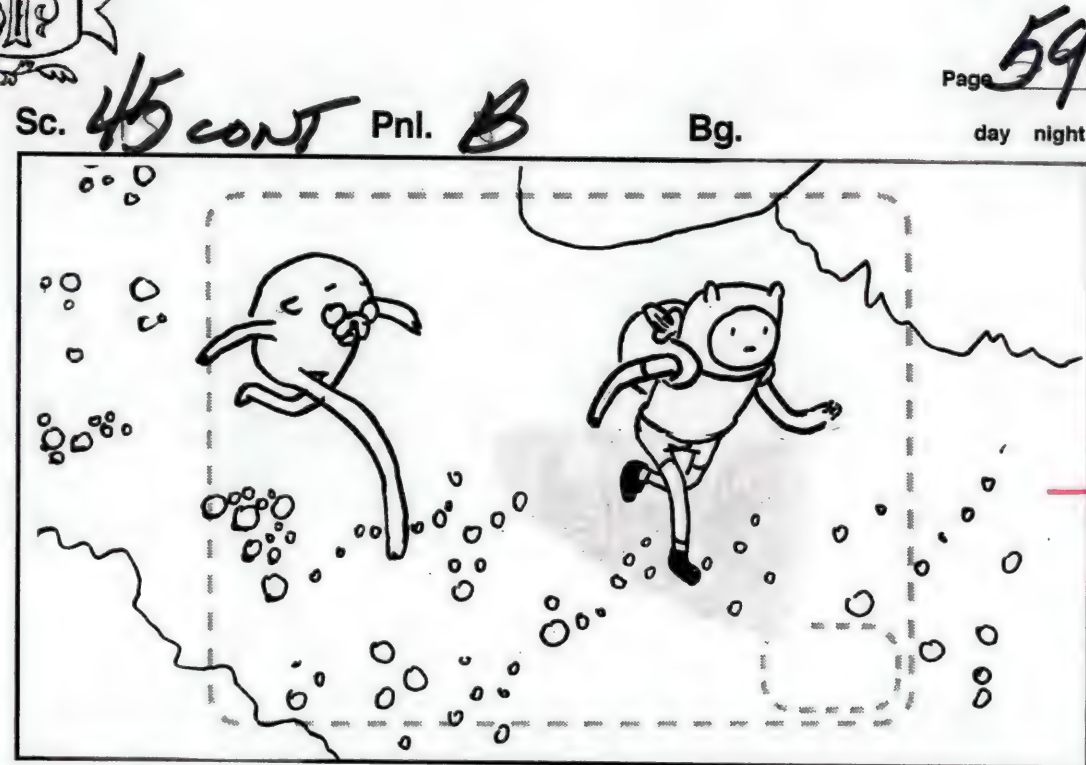
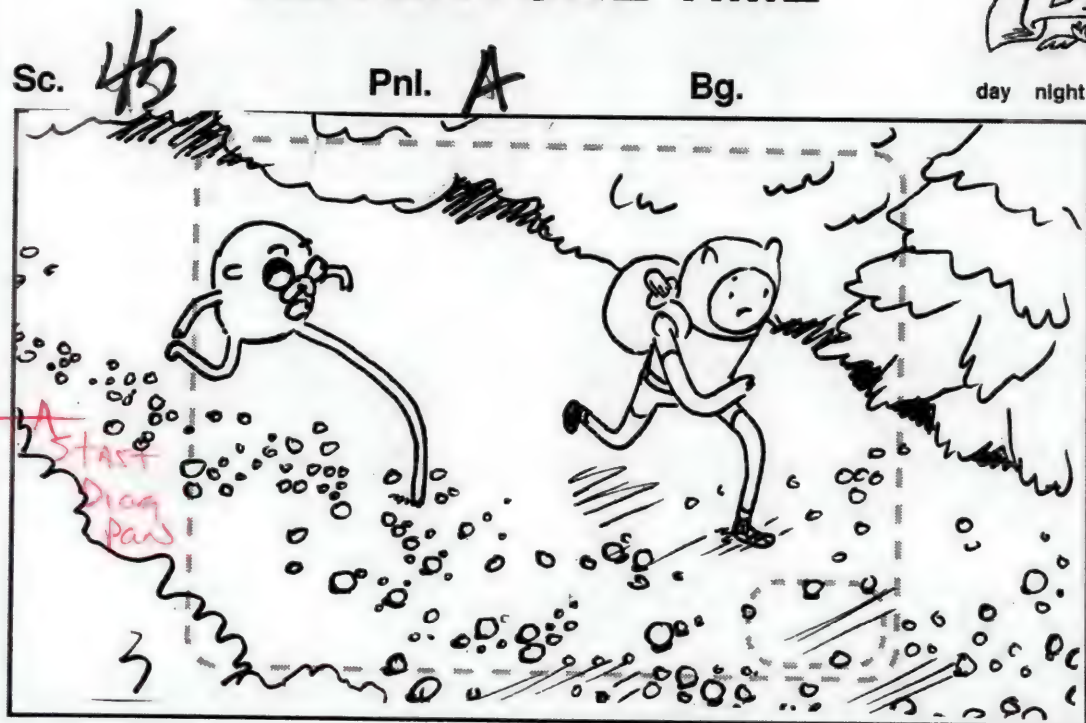
S/A
Ⓑ
A stop

1034/217

1034/217

1034/217

ADVENTURE TIME



Page **59**
day night

Dialog:

① I'm just sayin -

① It's a possibility

Action:

Timing:

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Production:

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1034/217

1034/217

ADVENTURE TIME

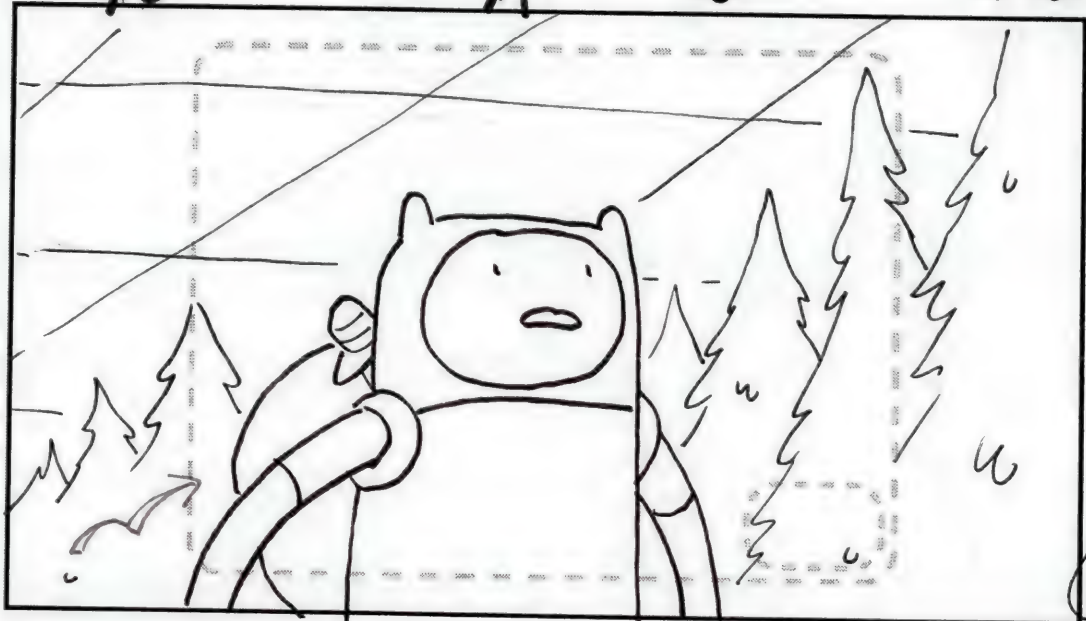


Sc. **46**

Pnl. **A**

Bg.

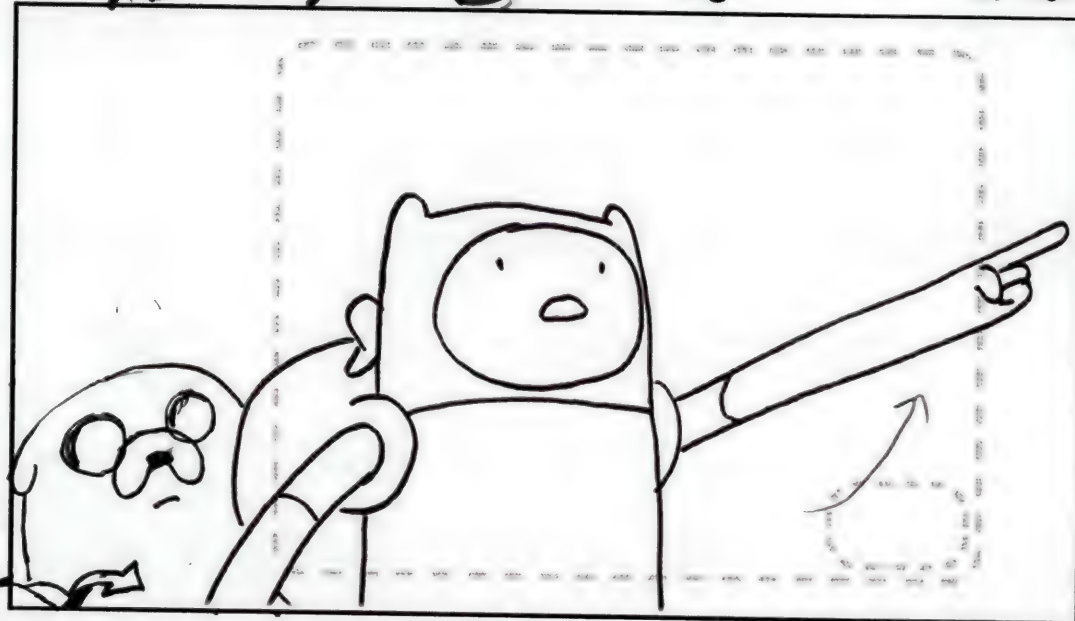
day night



Sc. **46 cont** Pnl. **B**

Bg.

Page **60**
day night



Dialog:

ⓕ hey look

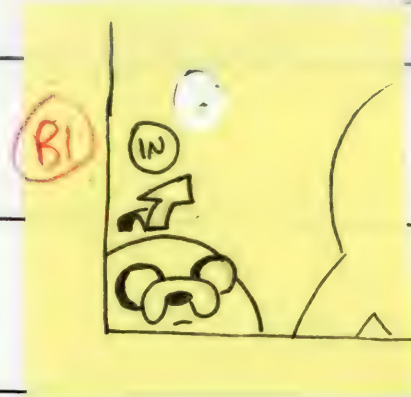
ⓕ the moon's pontoon

Action:

- F. WALKS FORWARD

- J. WALKS ON/S.

Timing:



Production:

EPISODE #

1034-217

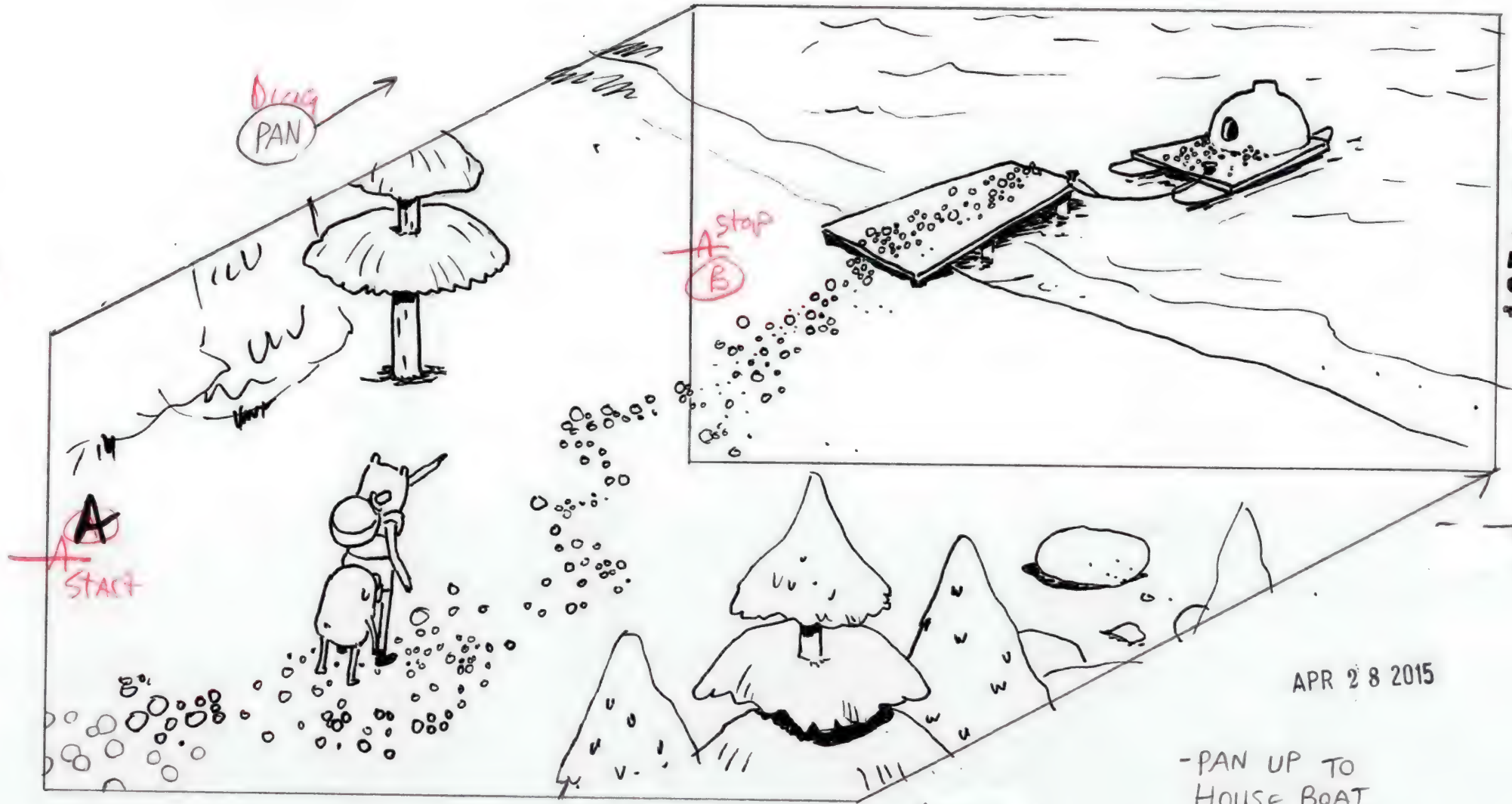
1034/217

1034/217

1034/217

Sc 47

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APR 28 2015

-PAN UP TO
HOUSE BOAT

-TRAIL of GLOWING
MOON PEARLS

1034/217

ADVENTURE TIME

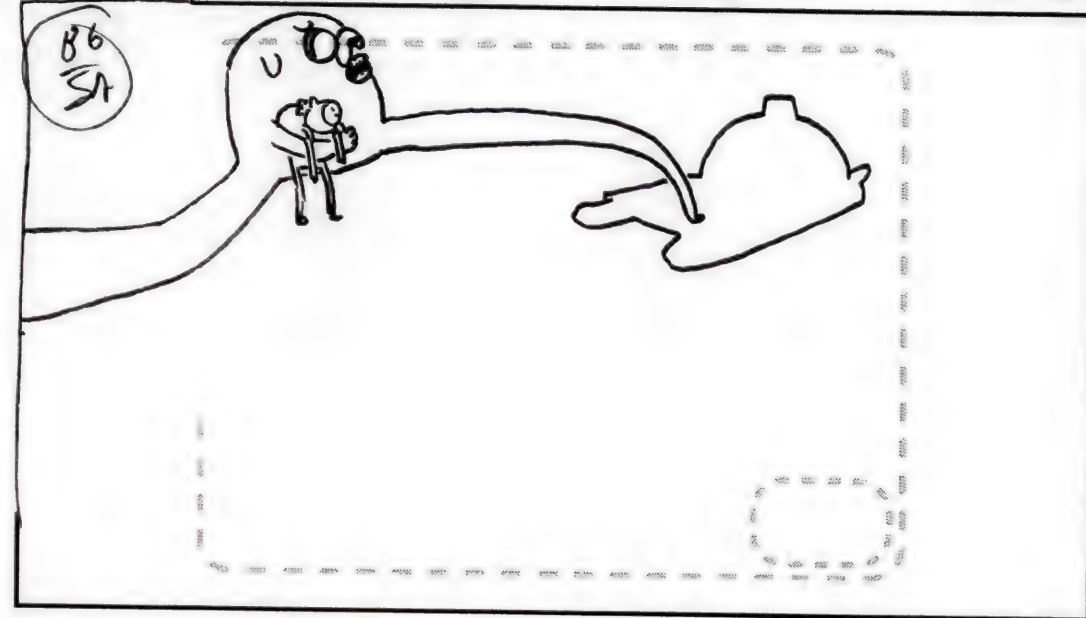
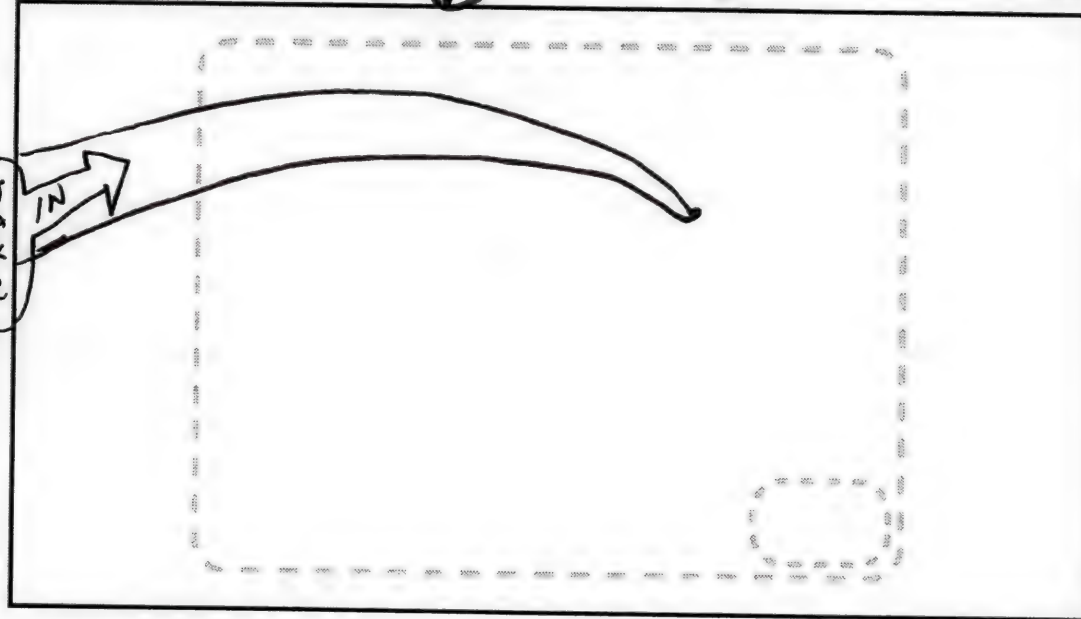


Sc. **47 CONT** Pnl. **B** Bg.

day night

Sc. **47 CONT** Pnl. **C** Bg.

Page **62**
day night



Dialog:

① (os) see?!

① I hate it!

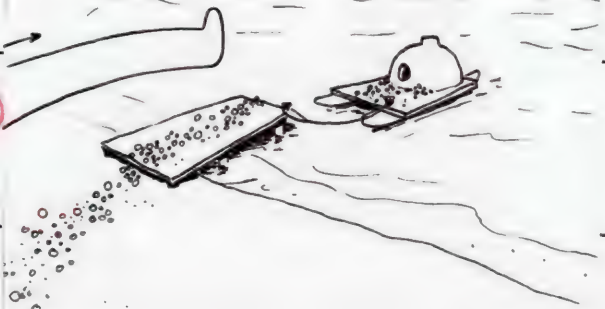
Action:

-J's LEG STRETCHES ON/S

APR 2-8 2015

Timing:

(B1)



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Production:

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1034/217

1034/217

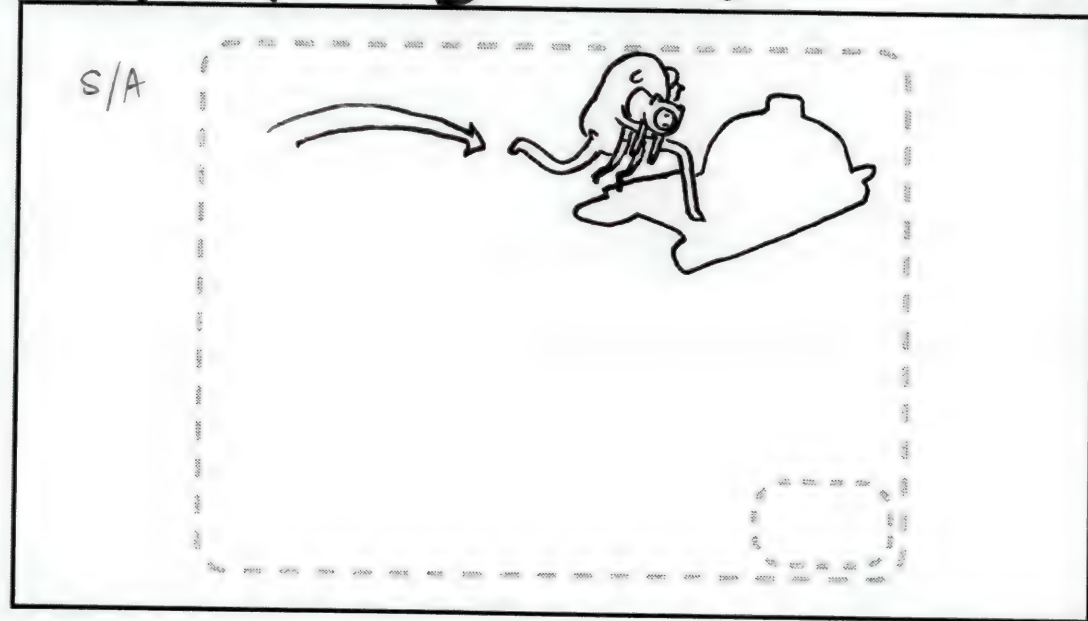
ADVENTURE TIME



Sc. **47 CONT** Pnl. **D**

Bg.

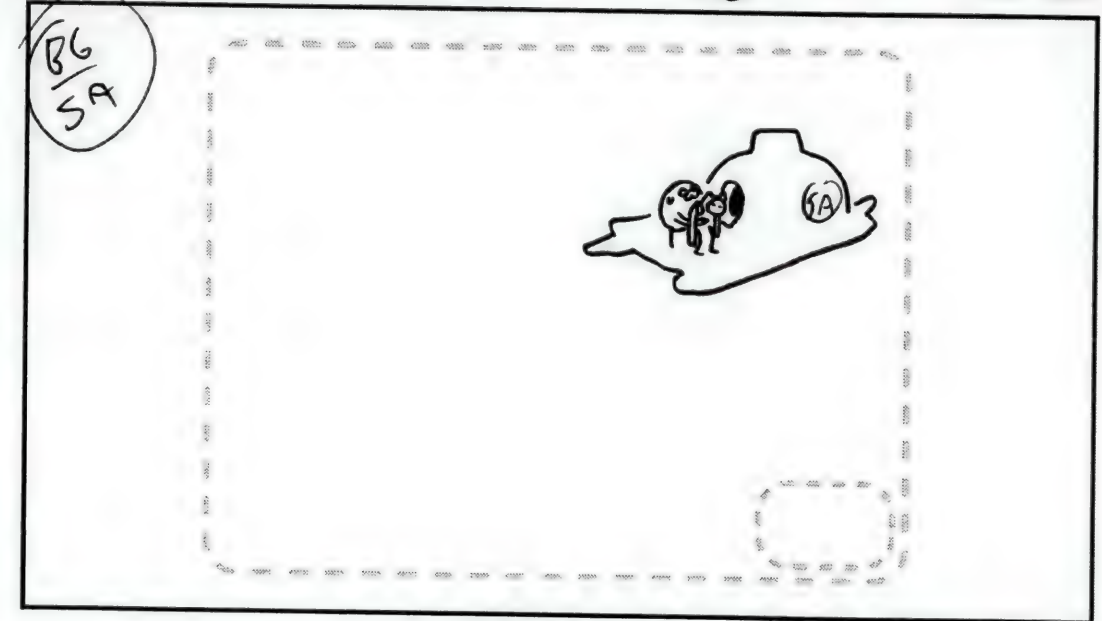
day night



Sc. **47 CONT** Pnl. **E**

Bg.

day night



Dialog:

Action:

Timing:

APR 28 2015

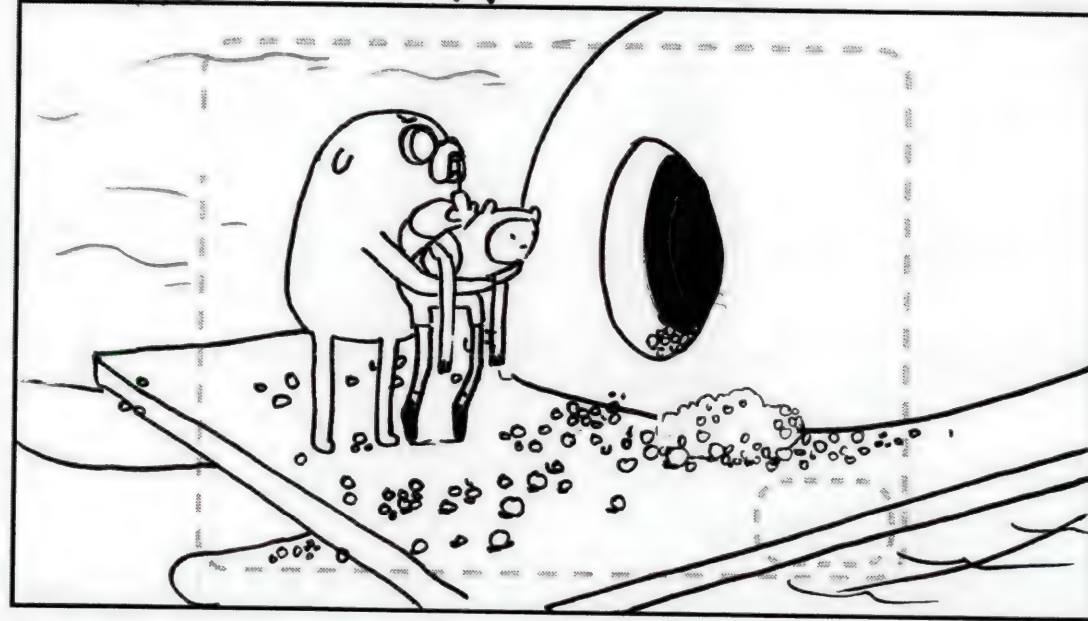
EPISODE # 1034-217

Production:

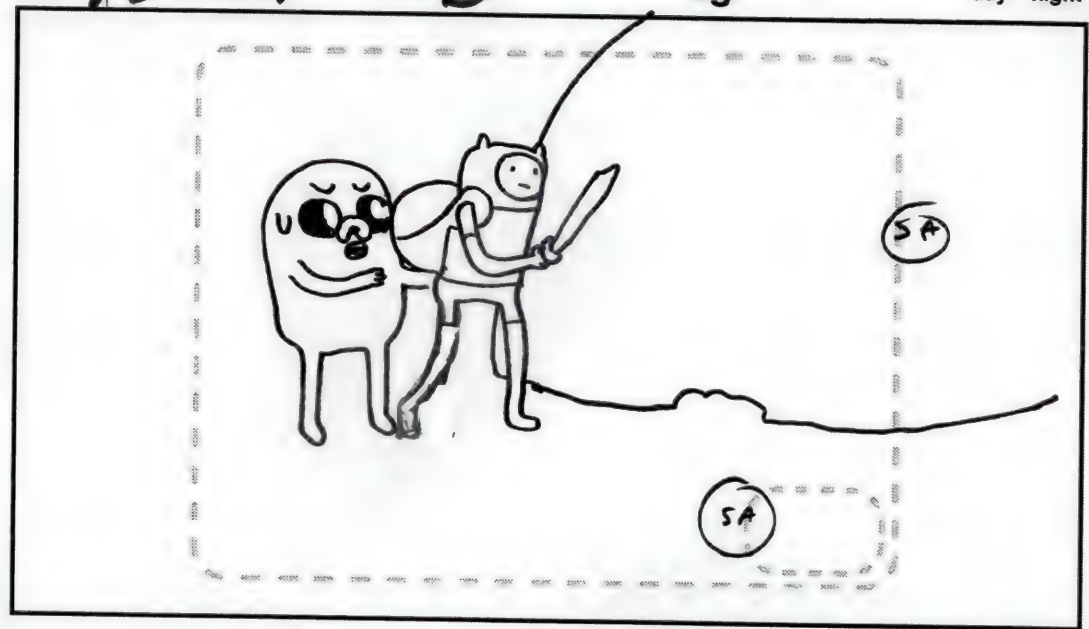
ADVENTURE TIME



Sc. **48** Pnl. **A** Bg. day night



Sc. **48 cont** Pnl. **B** Bg. day night



Dialog: **(J)** what is this,

Action:

Timing:

(A)
Finn reaches for sword

(J) some hot --

APR 2-8 2015

EPISODE # 1034-217

Production:

1034/217

1034/217

1034/217

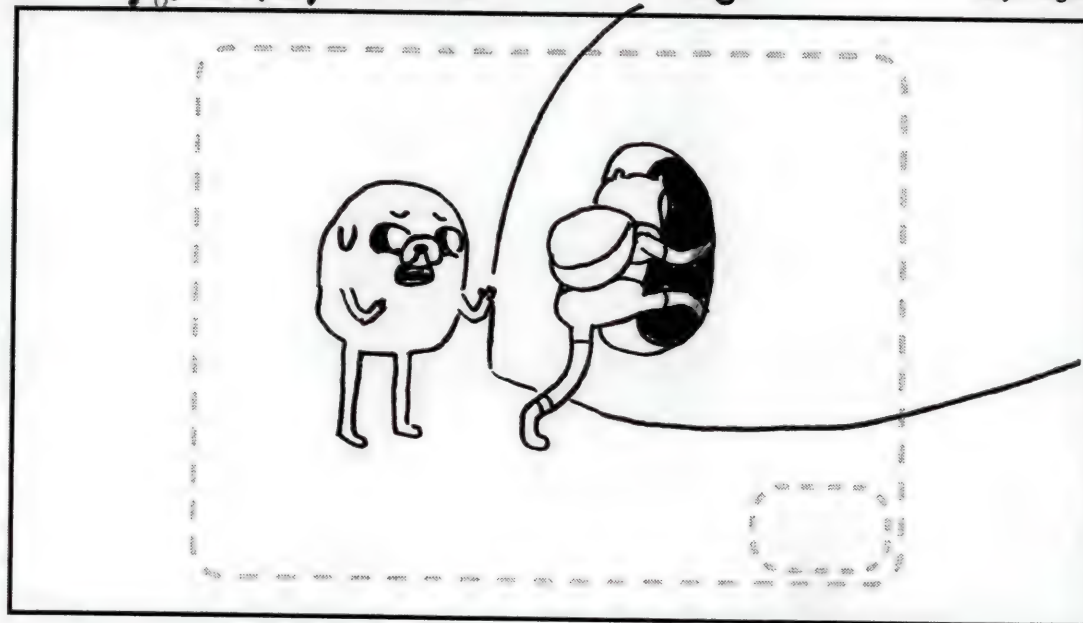
ADVENTURE TIME



Sc. *48 cont* Pnl. *C*

Bg.

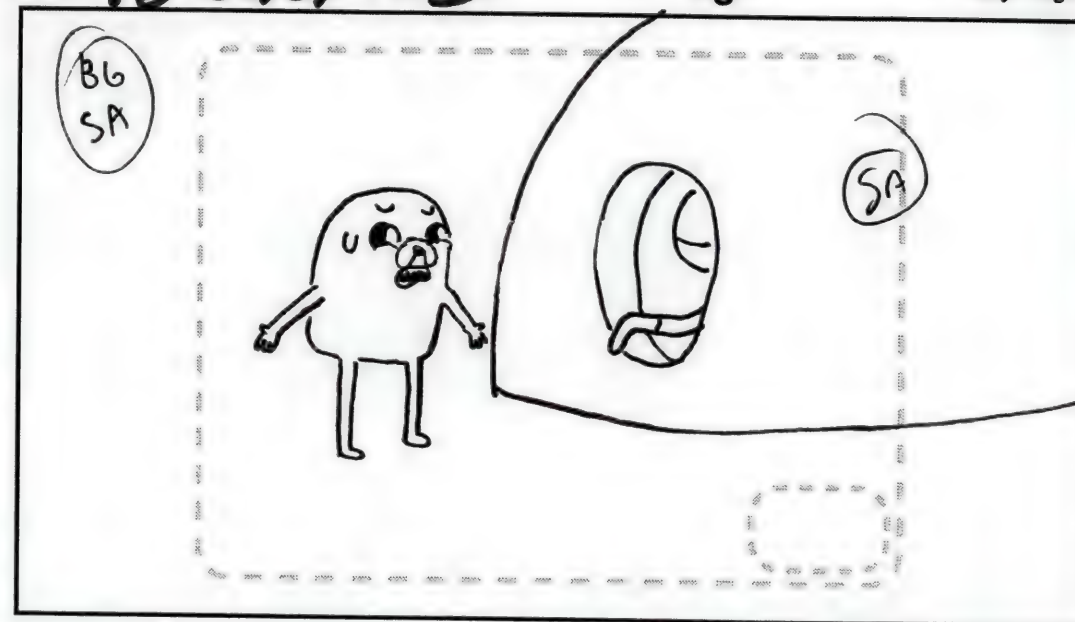
day night



Sc. *48 cont* Pnl. *D*

Bg.

day night



Dialog:

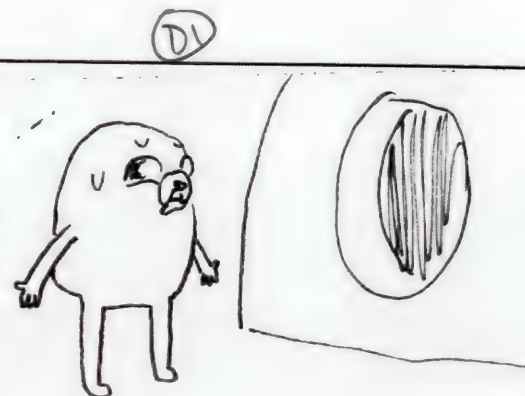
(J) the moon plopped --

(J) out of her bod?

Action:

- F. CLIMBS INSIDE
OF HOUSE BOAT.

Timing:



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Production:

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ADVENTURE TIME

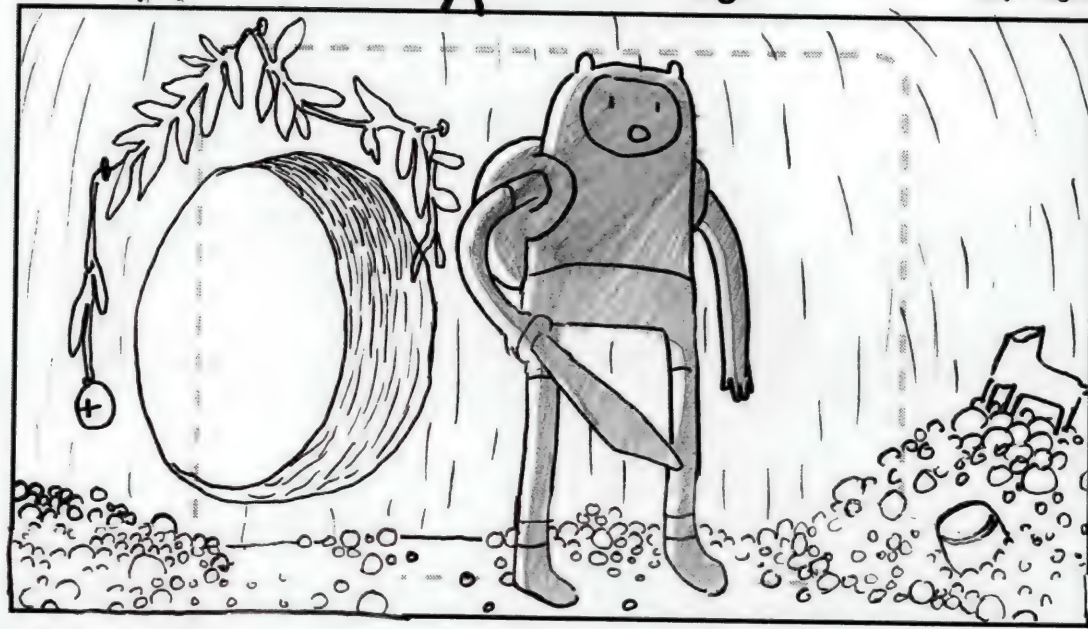


Sc. **49**

Pnl. **A**

Bg.

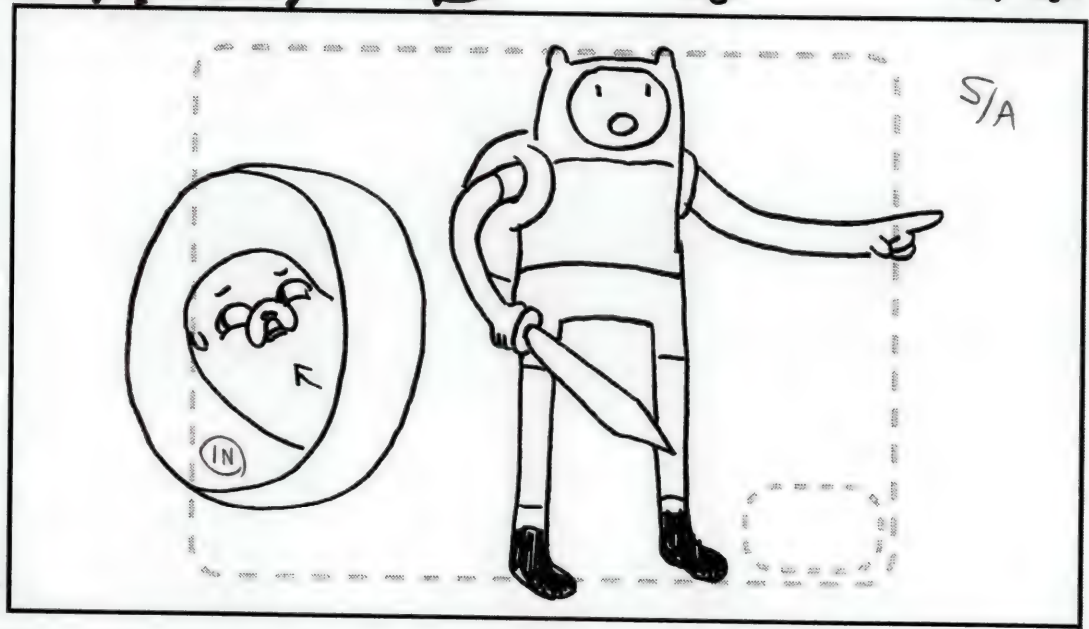
day night



Sc. **49 cont** Pnl. **B**

Bg.

Page **66**
day night



Dialog:	<p>Ⓕ I dont think so... the mummy job --</p> <p>Ⓖ looks like it used to belong</p>
Action:	<p>-J. STRETCHES INTO VIEW.</p> <p>APR 28 2015</p>
Timing:	

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Production:

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ADVENTURE TIME



Sc. 50

Pnl. A

Bg.

day night

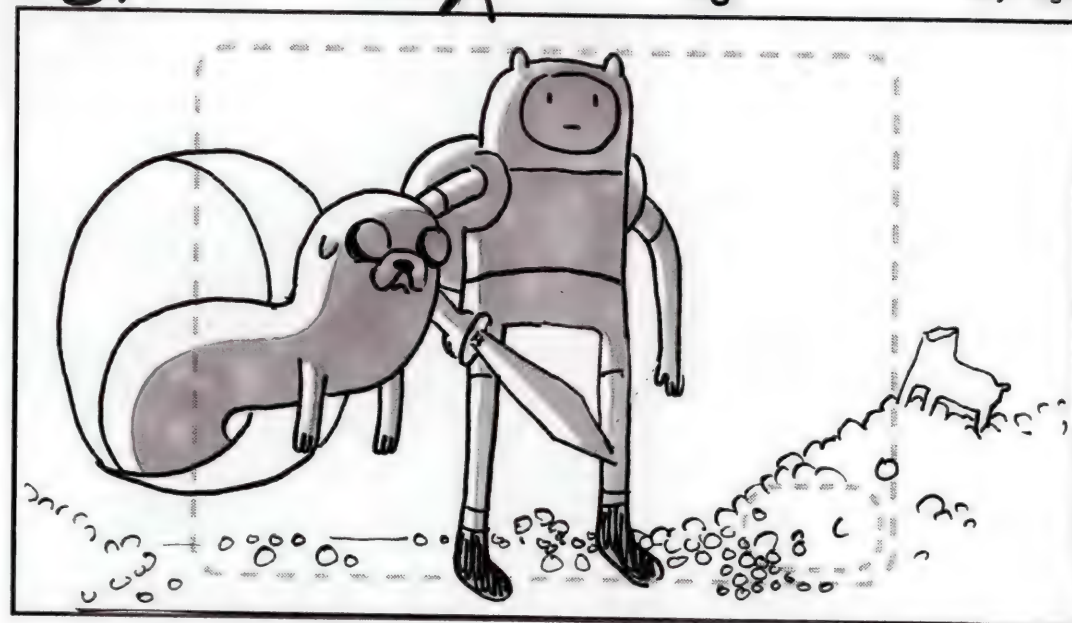


Sc. 31

Pnl. A

Bg.

Page 67
day night



Dialog:

(F) (OS) to that mummy job.

Action:

Timing:

APR 28 2015

Production:

EPISODE #

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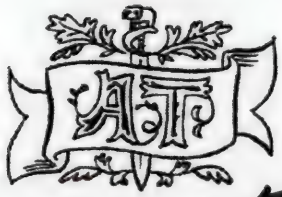
1034/217

1034/217

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1034/217

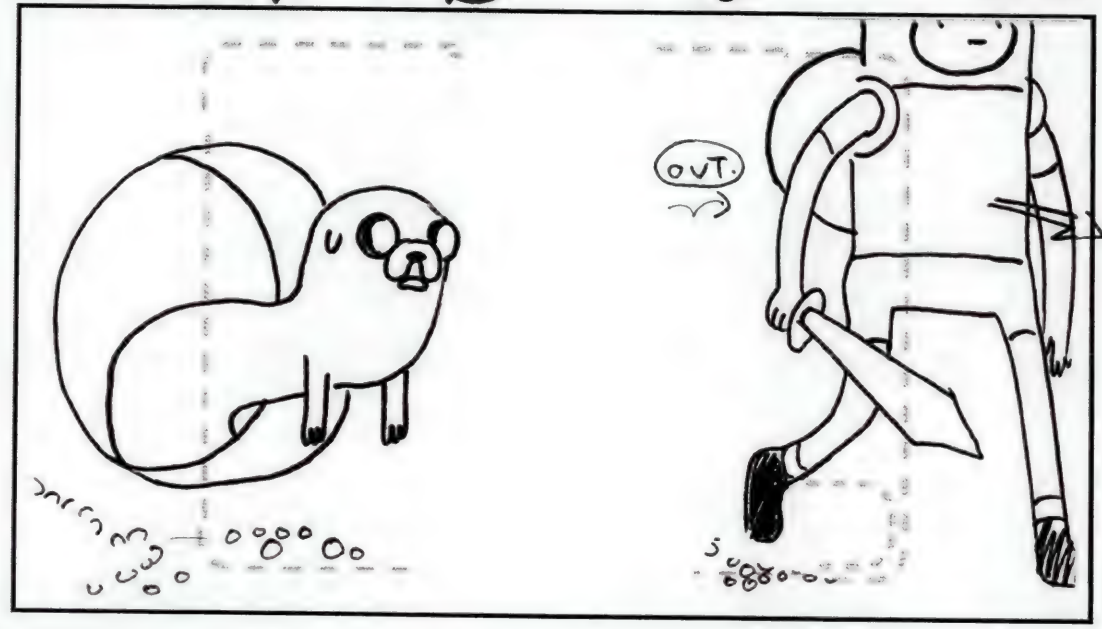
ADVENTURE TIME



Sc. **51 cont** Pnl. **B**

Bg.

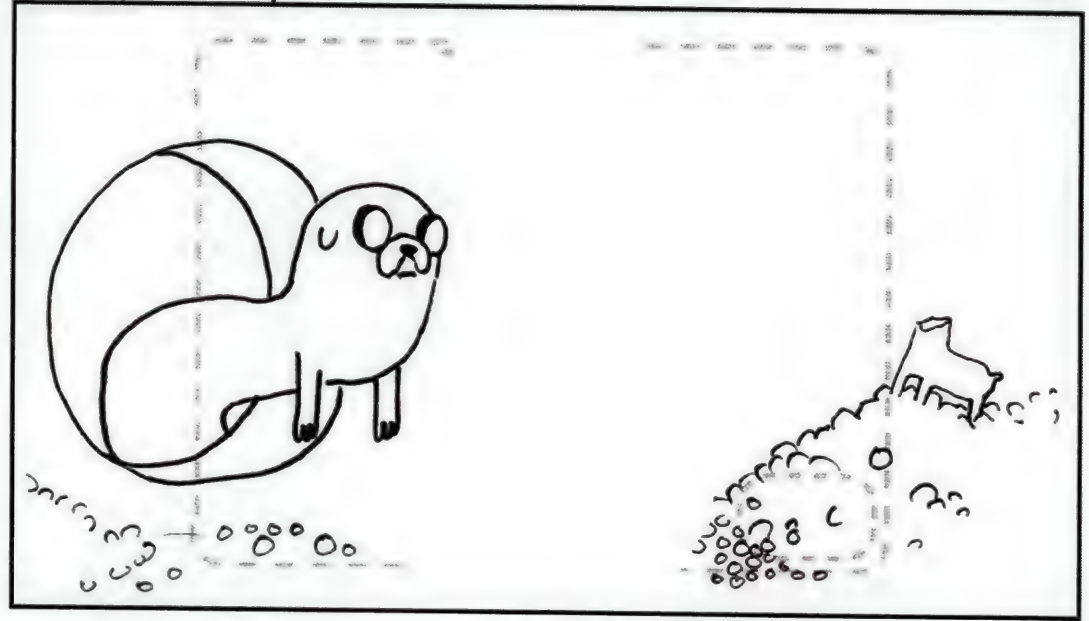
day night



Sc. **51 cont** Pnl. **C**

Bg.

day night



Dialog:	
JAK: Still HATE it	
(B1)	
Action:	- F+J LOOK AROUND.
→	
Timing:	
APR 2-8 2015	

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Production:

1034/217

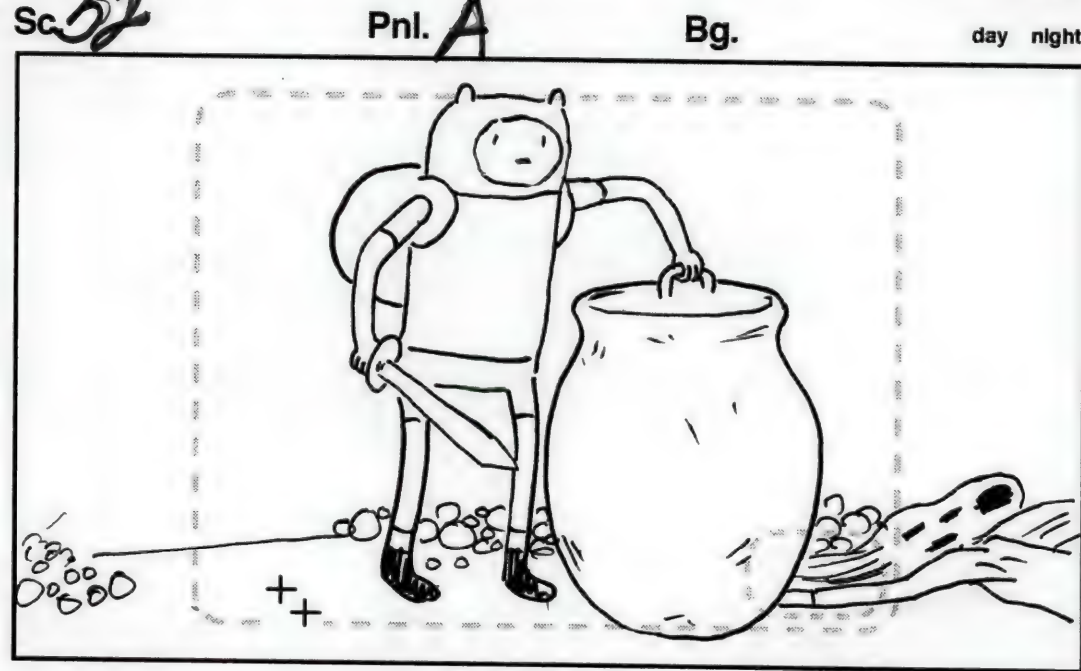
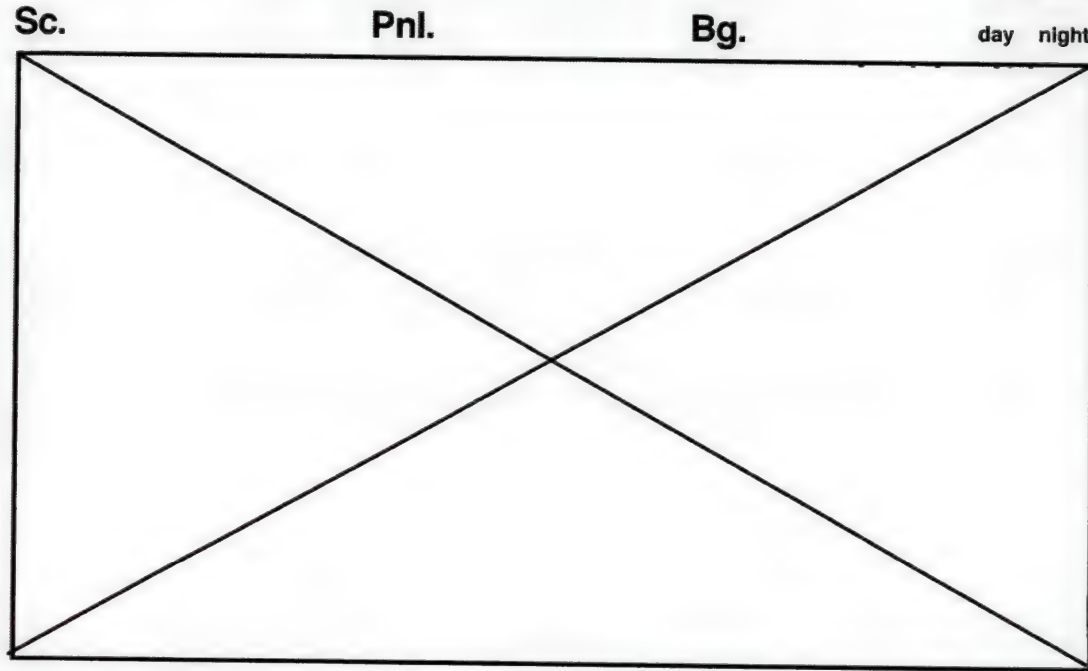
1034/217

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ADVENTURE TIME



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day night



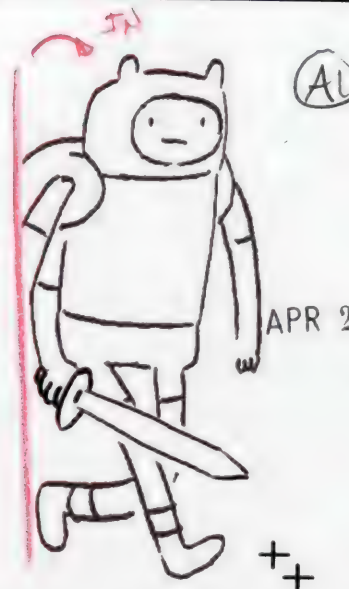
Dialog:

Action:

- F GRABS JAR LID.

Timing:

TU
CUT
OFF
6



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EPISODE #

Production:

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1034/217

ADVENTURE TIME

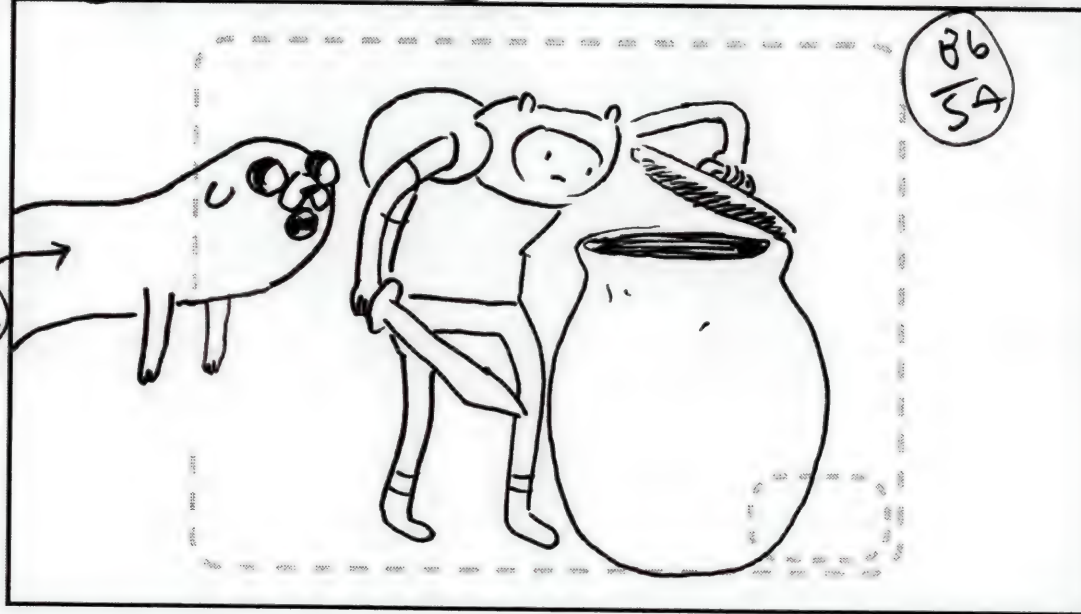


Page **70**

Sc. **52 cont** Pnl. **B**

Bg.

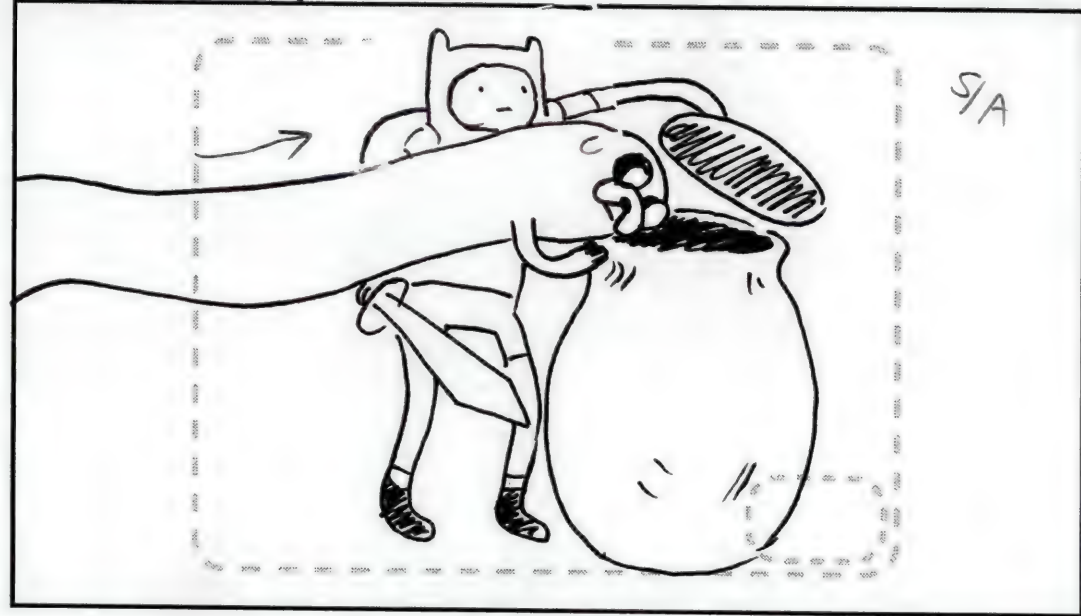
day night



Sc. **52 cont** Pnl. **C**

Bg.

day night



Dialog:

① whassat? Pickles?

Action:

- F. PEEKS INSIDE, LIFTING LID.
- J. STRETCHES ON/S

APR 2-8 2015

Timing:

EPISODE # 1034-217

Production:

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1034/217

ADVENTURE TIME

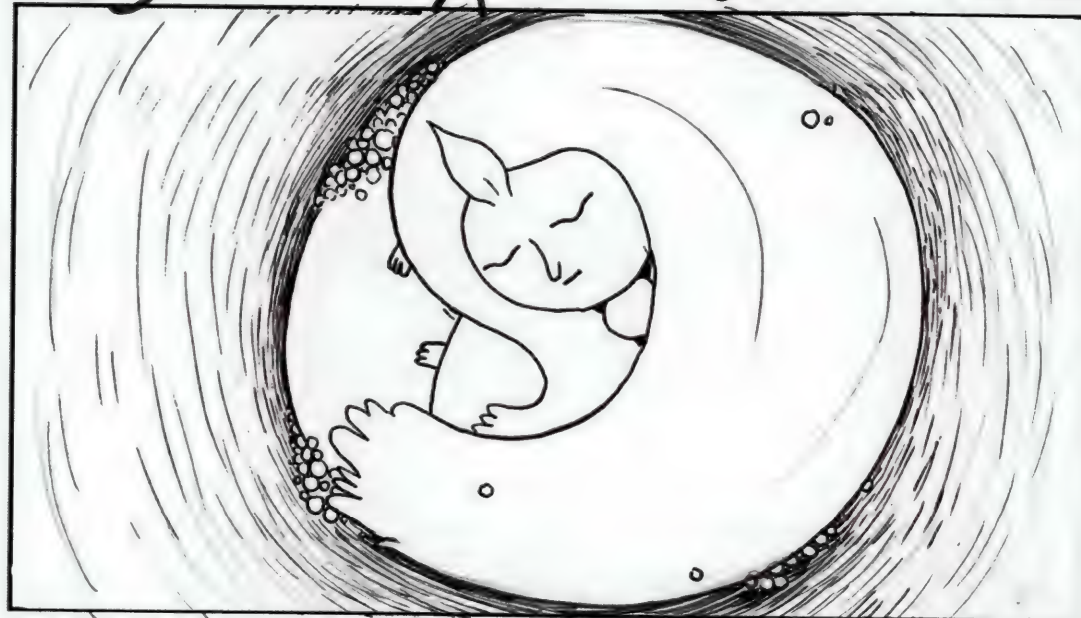


Sc. **53**

Pnl. **A**

Bg.

day night

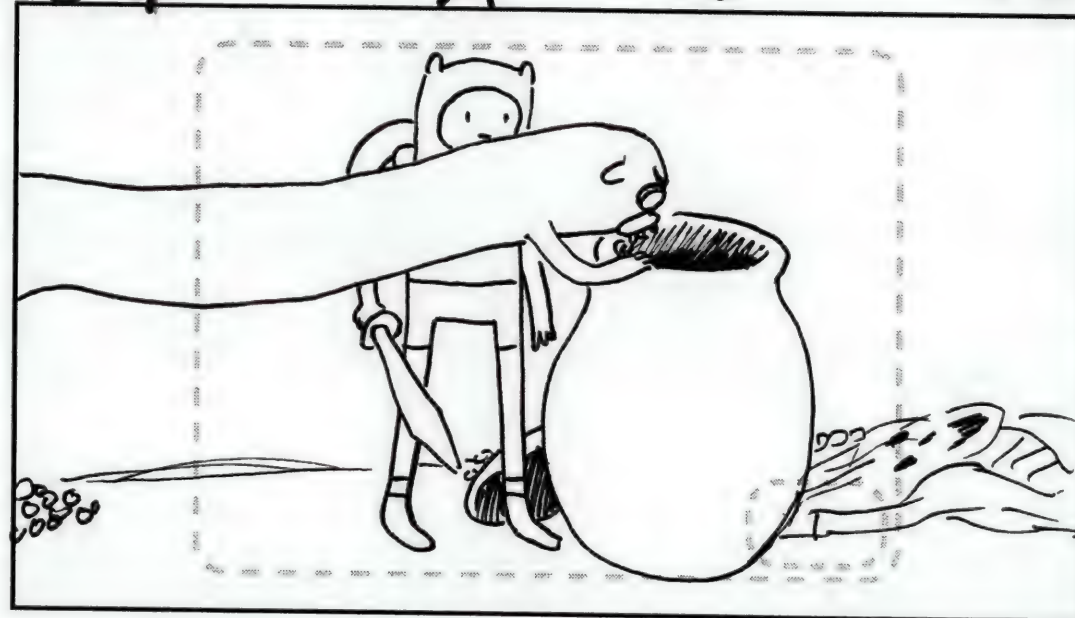


Sc. **54**

Pnl. **A**

Bg.

Page **71**
day night



Dialog:

(J) (QUET) ew.

THE MOON: [GENTLE BREATHING]

Action:

THE MOON IS CURLED UP AT
THE BOTTOM OF JAR, ASLEEP.

APR 2-8 2015

Timing:

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Production:

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1034/217

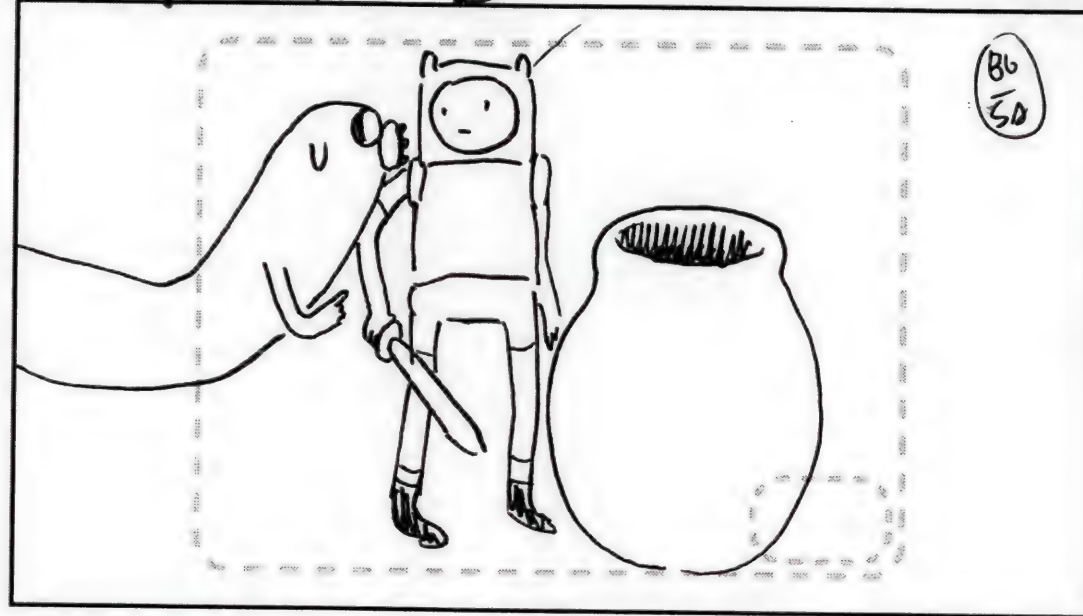
ADVENTURE TIME



Sc. **54 CONT** Pnl. **B**

Bg.

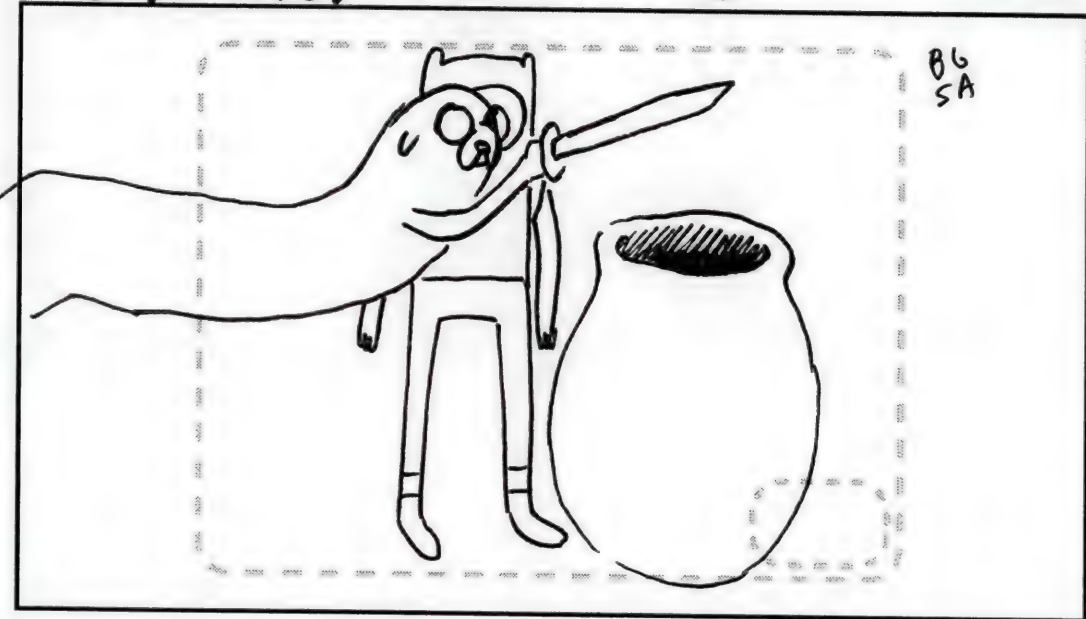
day night



Sc. **54 CONT** Pnl. **C**

Bg.

Page **72**
day night



Dialog:

(J) (QUET)

YEAH, THAT'S HER...

Action:

Timing:



- J. TAKES STAKE SWORD

APR 28 2015

EPISODE # 1034-217

Production:

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1034/217

1034/217

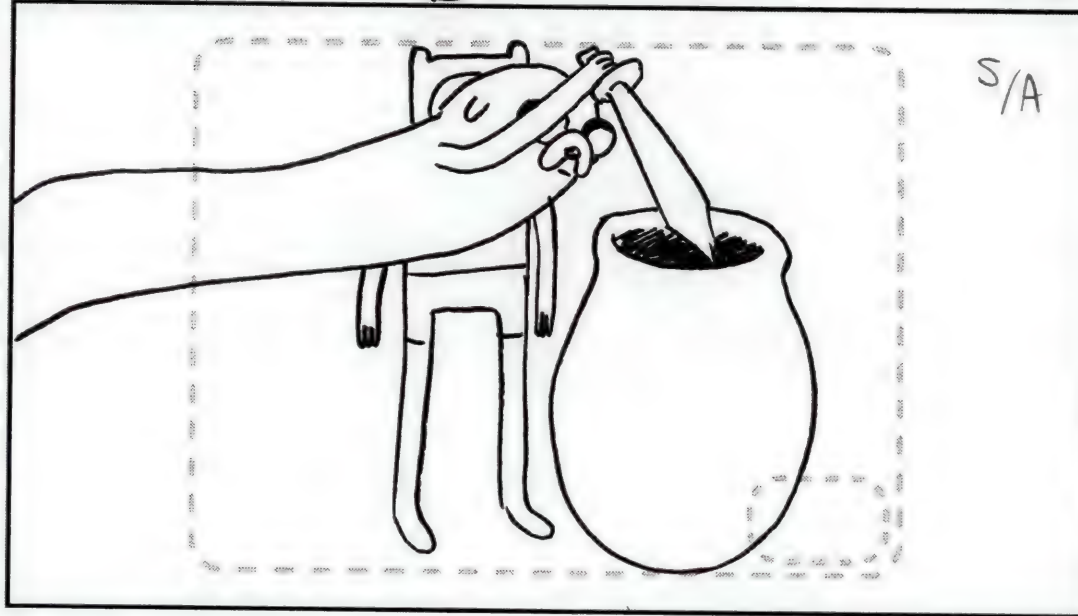
ADVENTURE TIME



Sc 54 cont Pnl. D

Bg.

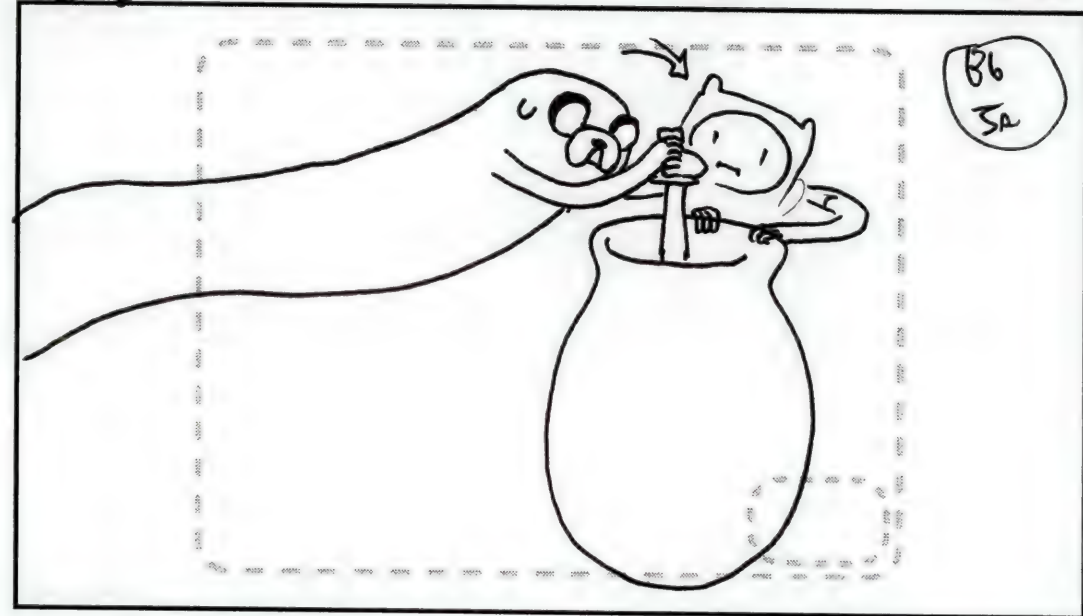
day night



Sc 54 cont Pnl. E

Bg.

day night



Dialog:

(SFX) (gwish))

Action:

- J. PLUNGES SWORD INTO JAR.

APR 28 2015

Timing:

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Production:

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1034/217

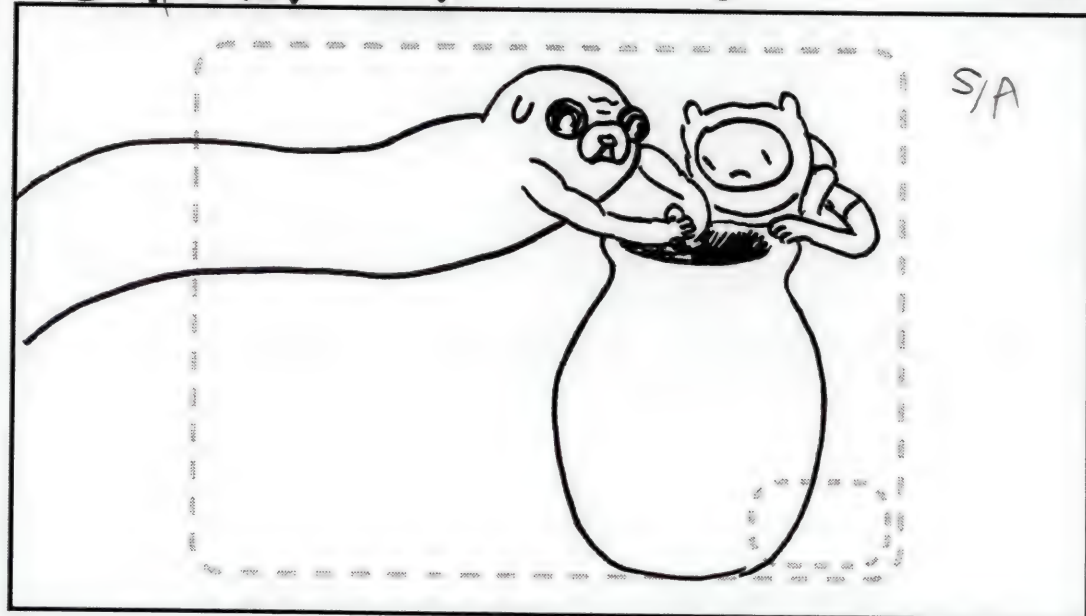
ADVENTURE TIME



Sc. **54 CONT** Pnl. **F**

Bg.

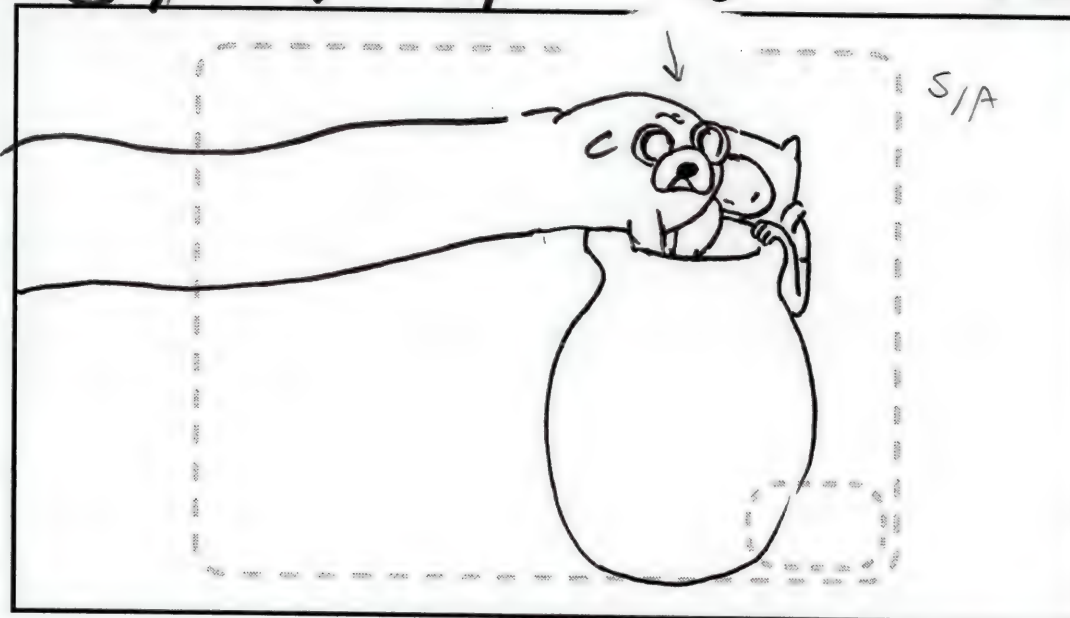
day night



Sc. **54 CONT** Pnl. **G**

Bg.

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day night



Dialog:

Sfx

cont

→ **Squelch!**

Action:

Timing:

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Production:

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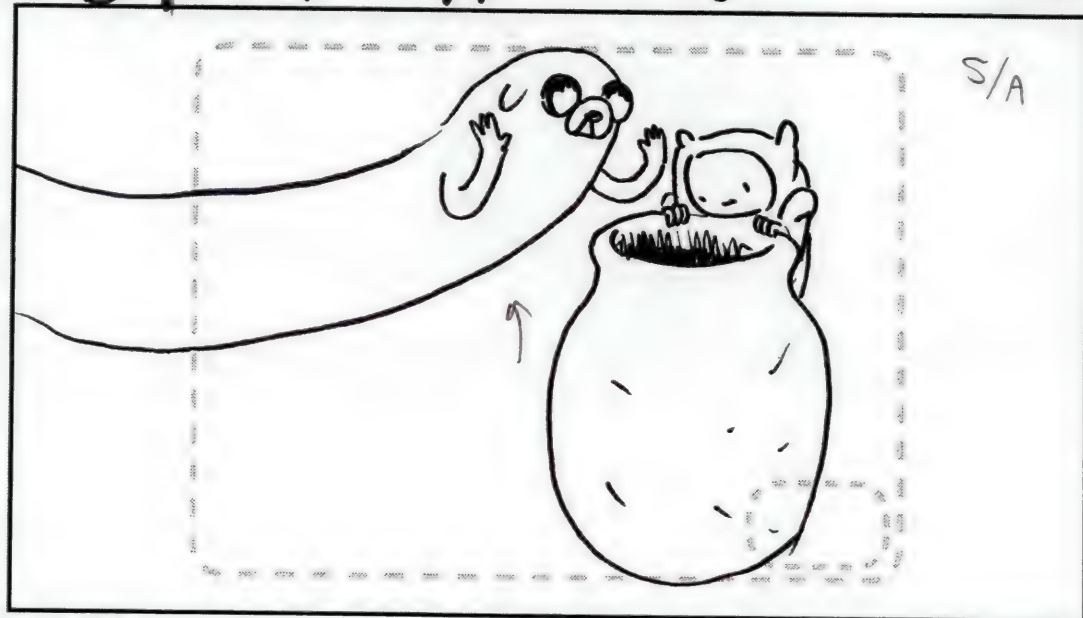
ADVENTURE TIME



Sc. 54 CONT Pnl. H

Bg.

day night



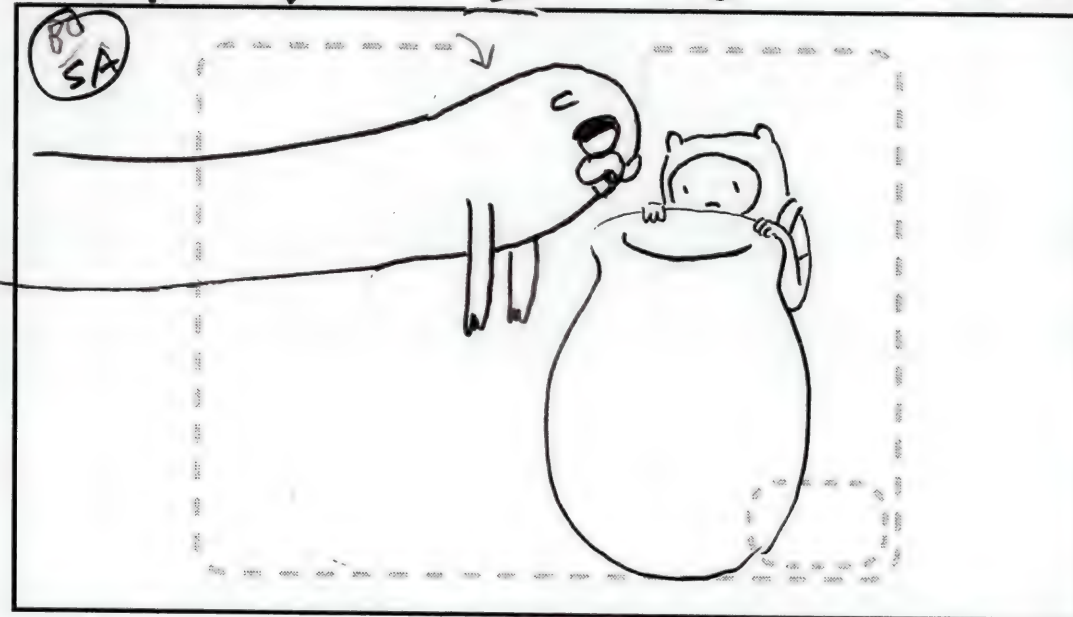
Sc. 54 CONT Pnl. I

Bg.

Page

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day night



Dialog:

Action:

- J. RELEASES SWORD

- F+J LOOK INSIDE JAR.

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Timing:

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Production:

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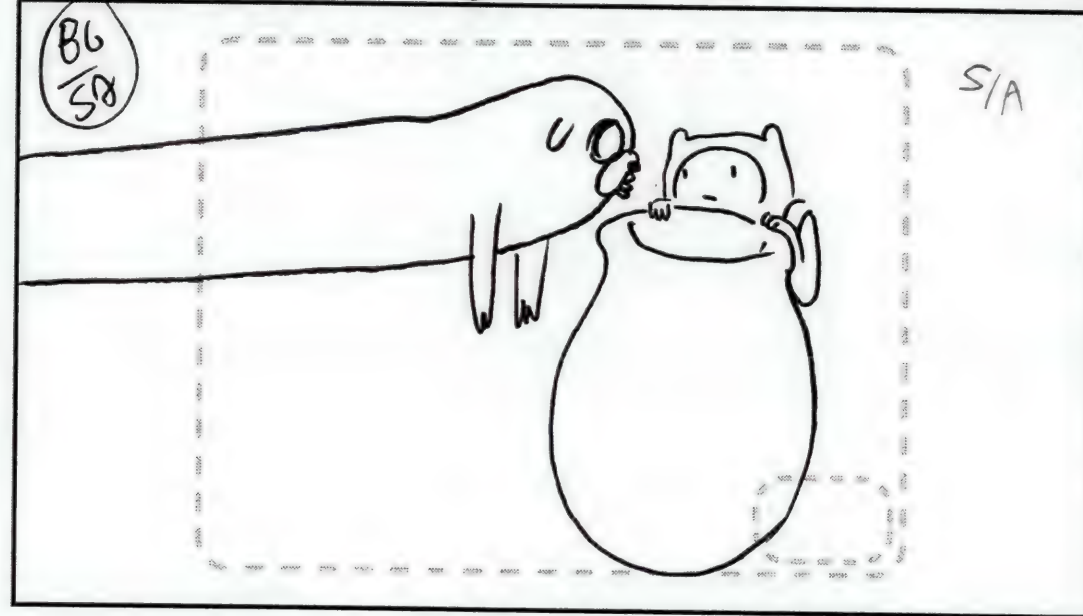
ADVENTURE TIME



Sc. **54 CONT** Pnl. **J**

Bg.

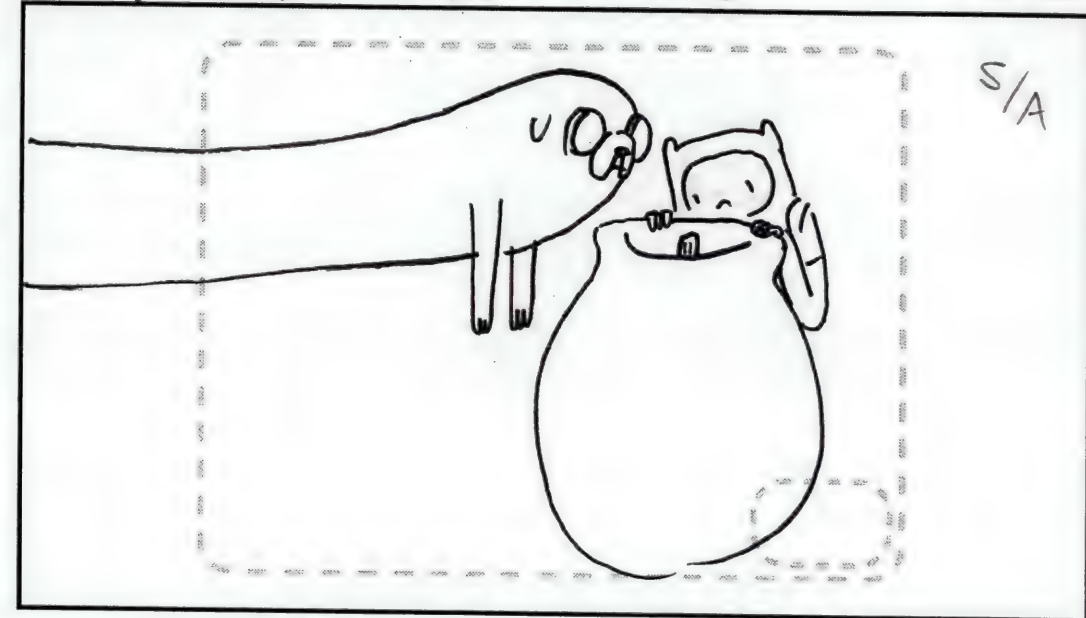
day night



Sc. **54 CONT** Pnl. **K**

Bg.

day night



Dialog:

(J) shouldn't she like, explode or something?

Action:

Timing:

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Production:

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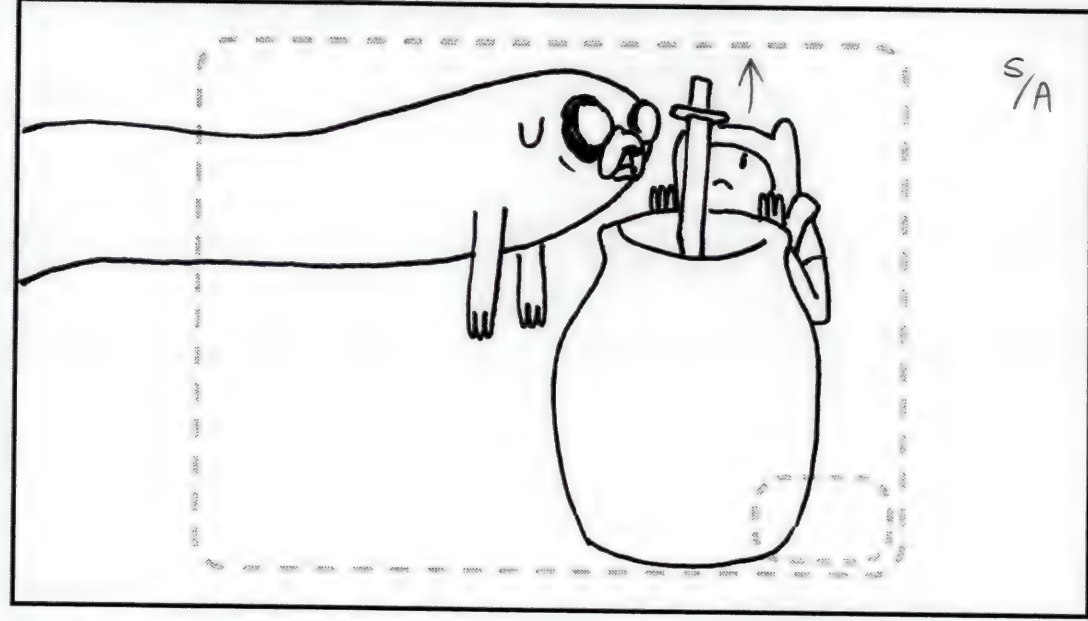
ADVENTURE TIME



Sc. *54 cont* Pnl. *L*

Bg.

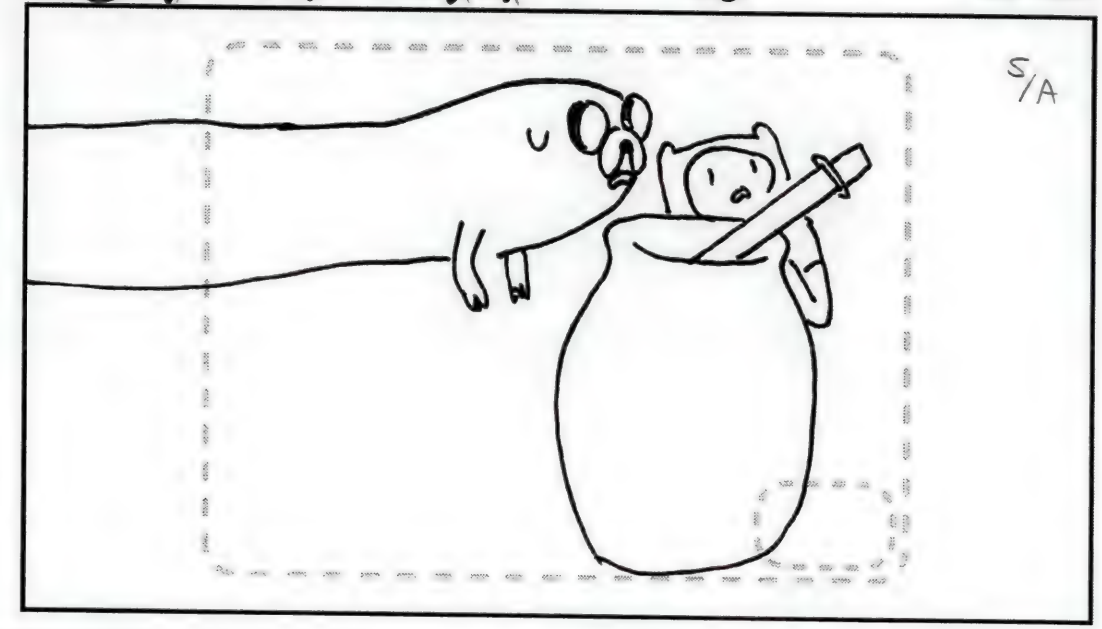
day night



Sc. *54 cont* Pnl. *M*

Bg.

Page *77*
day night



Dialog:	
Action:	<i>- SWORD RISES OUT OF JAR</i>
Timing:	<i>- SWORD TILTS.</i>

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Production:

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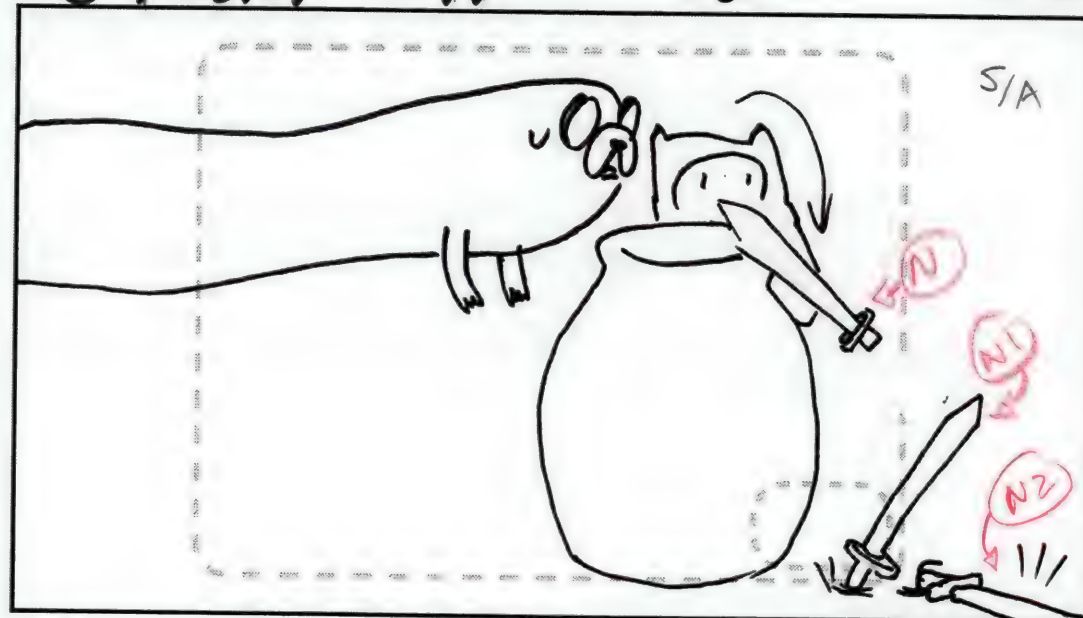
ADVENTURE TIME



Sc. *54 CONT* Pnl. *N*

Bg.

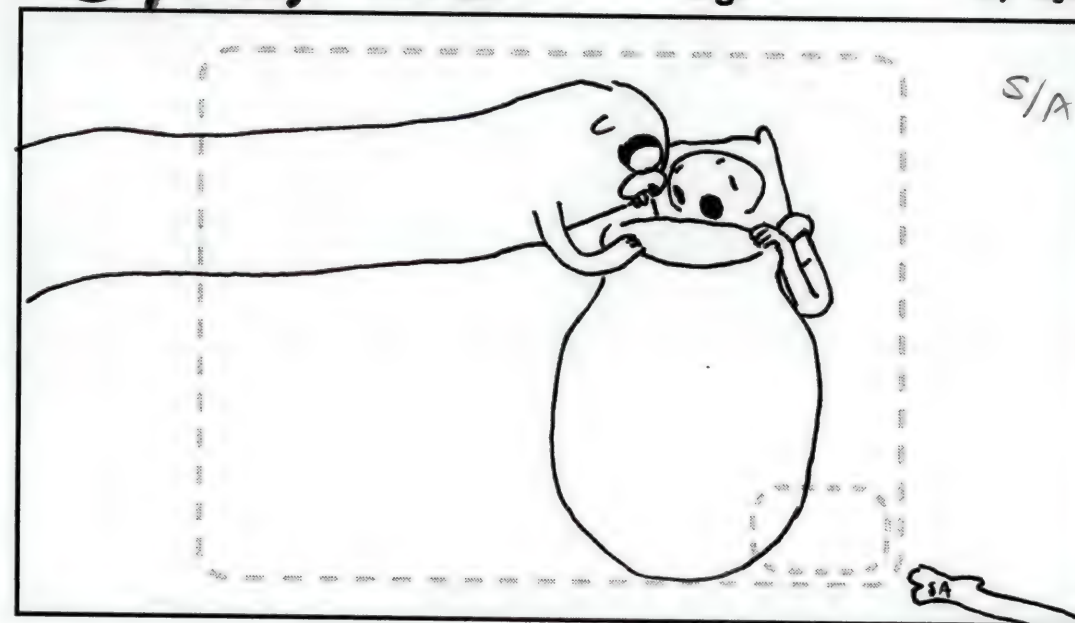
day night



Sc. *54 CONT* Pnl. *'O'*

Bg.

Page *78*
day night



Dialog:

Sfx
(clatter)

Action:

-SWORD FALLS TO GROUND

Timing:

(F) She just healed that sword
right out of her bod!!

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EPISODE # 1034-217

Production:

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1034/217

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1034/217

ADVENTURE TIME

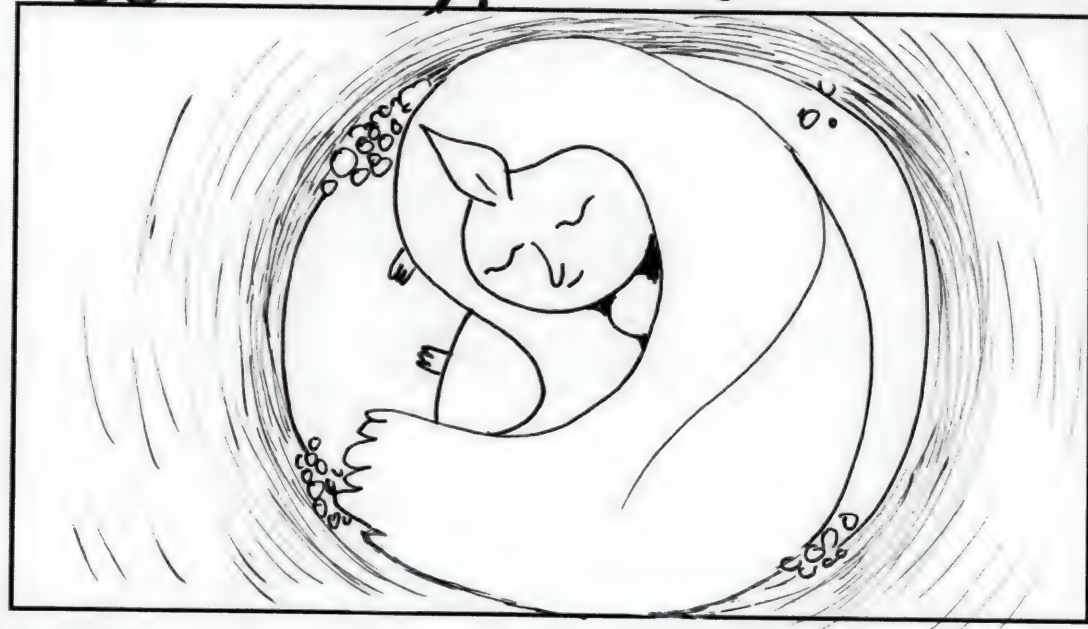


Sc. **55**

Pnl. **A**

Bg.

day night



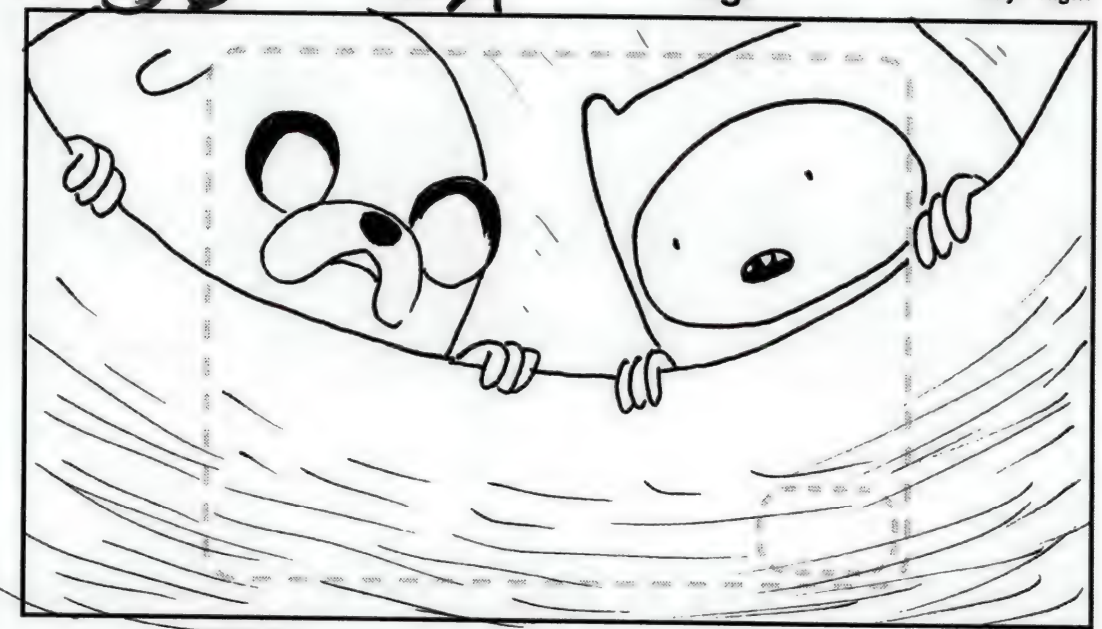
Page **79**

Sc. **56**

Pnl. **A**

Bg.

day night



Dialog:	(F) let's try frying her up in the sun
Action:	
Timing:	

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Production:

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1034/217

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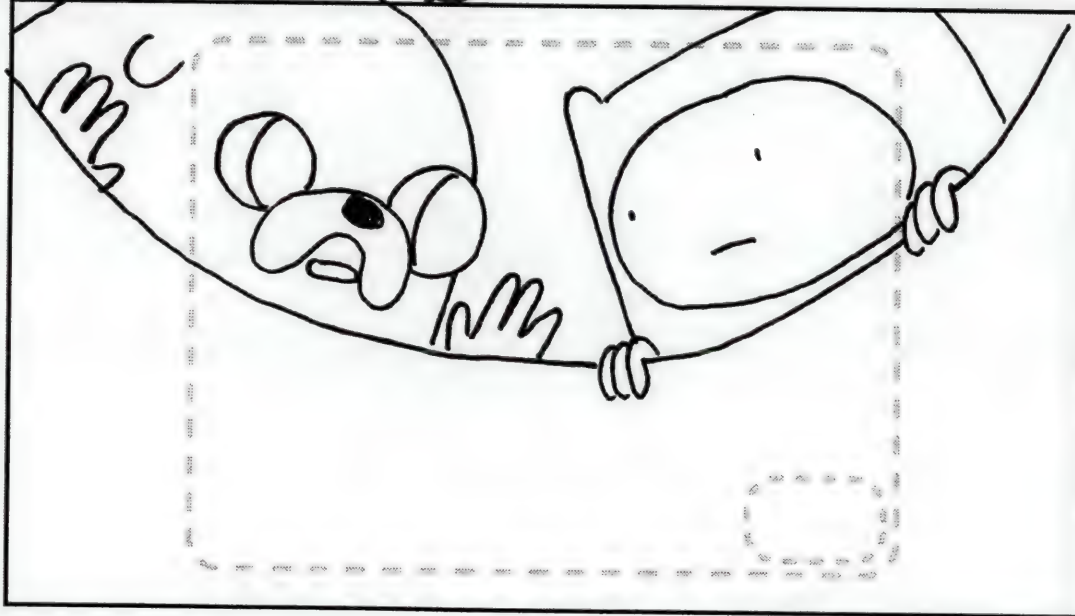
ADVENTURE TIME



Sc. **56 cont** Pnl. **B**

Bg.

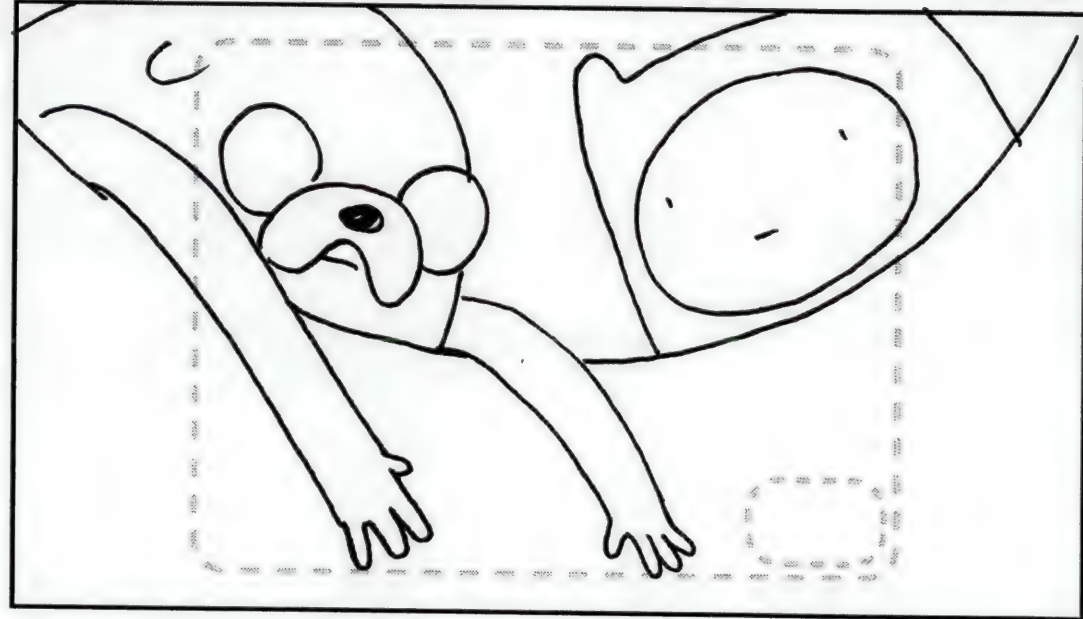
day night



Sc. **56 cont** Pnl. **C**

Bg.

day night



Dialog:

① oh
Yeah!

Action:

-J. REACHES IN.

APR 28 2015

Timing:

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EPISODE #

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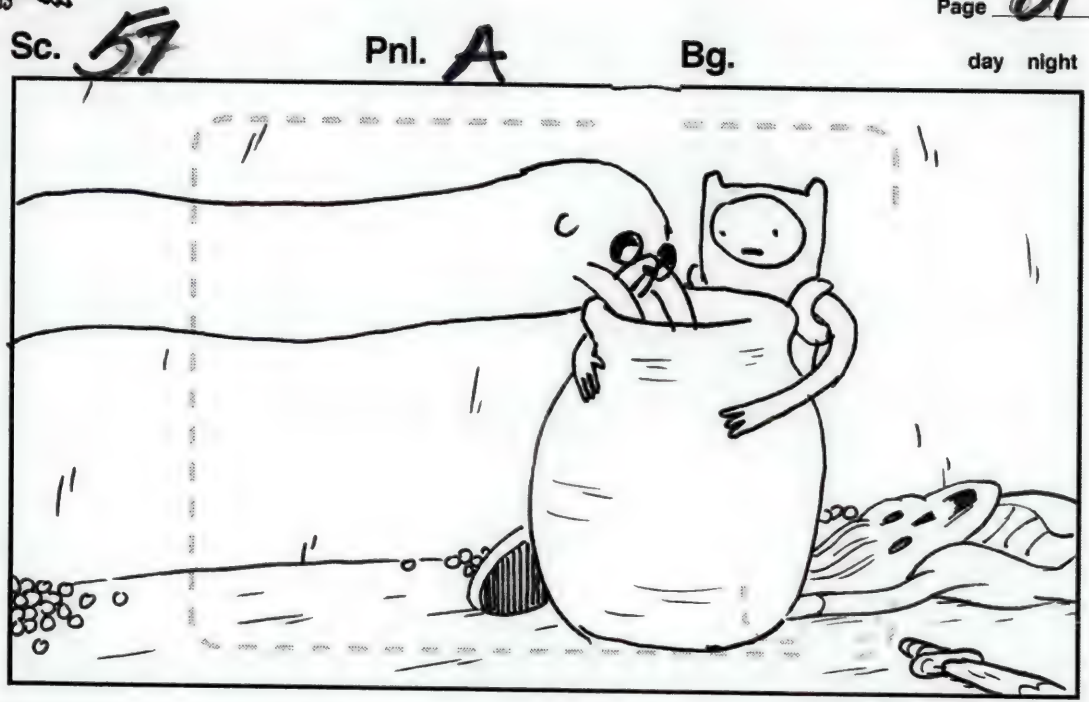
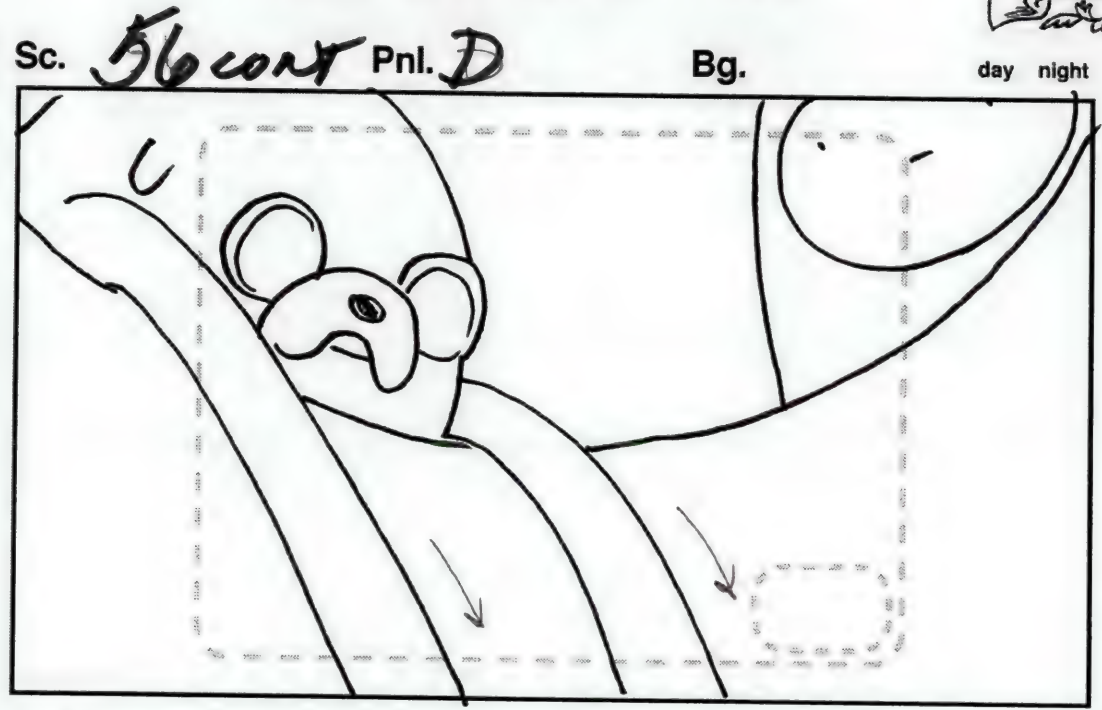
Production:

1034/217

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ADVENTURE TIME



Dialog:
Action:
Timing:

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Production:

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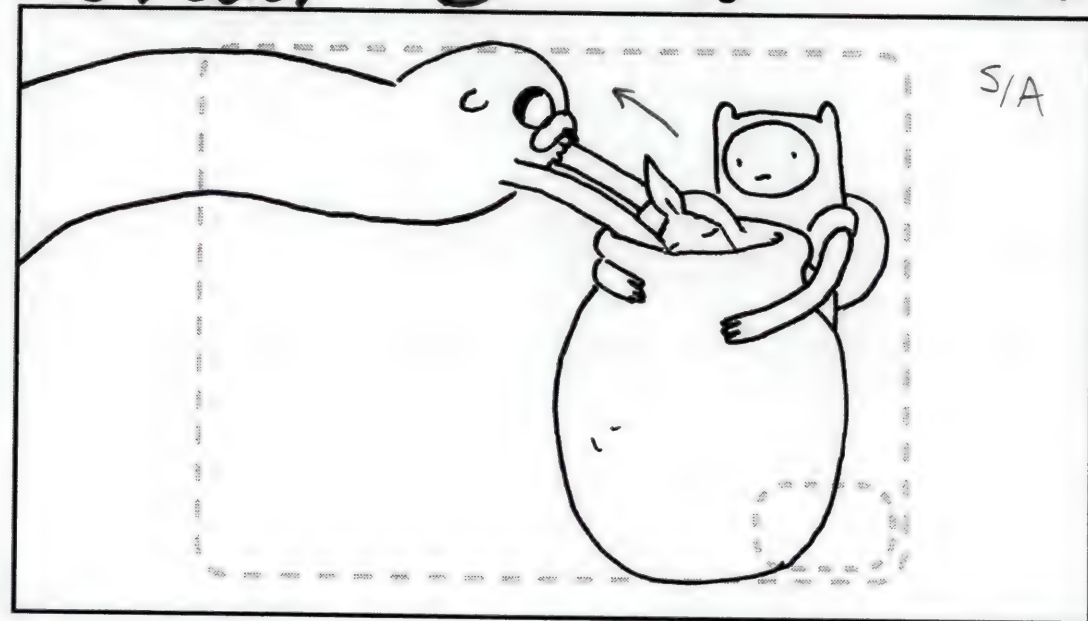
ADVENTURE TIME



Sc. **57 cont** Pnl. **B**

Bg.

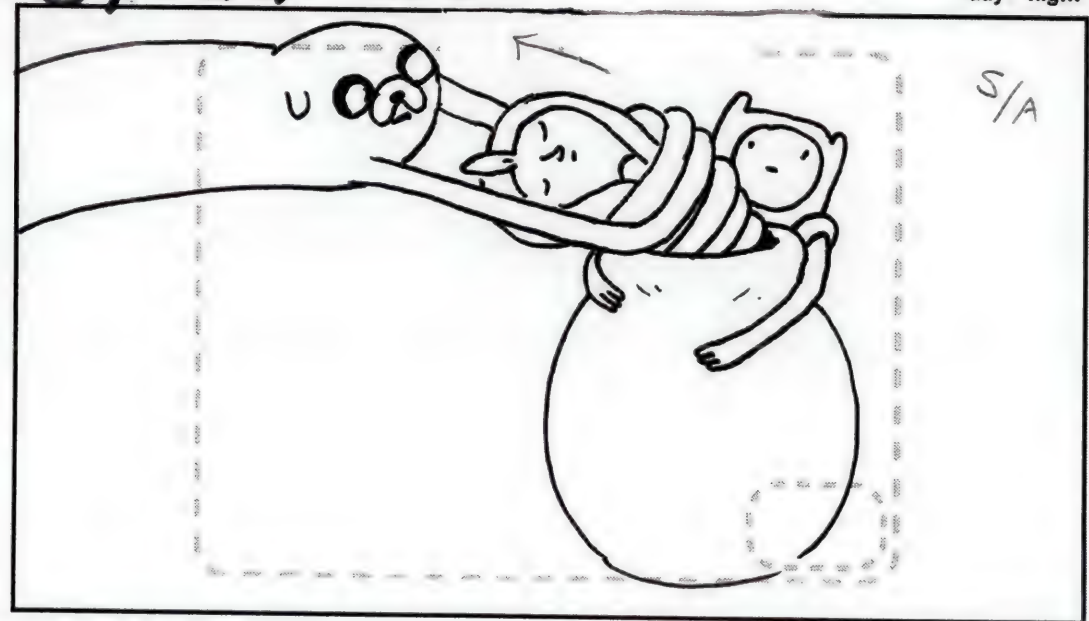
day night



Sc. **57 cont** Pnl. **C**

Page **82**

day night



Dialog:
Action:
Timing:

- J. PULLS OUT THE MOON WRAPPED UP IN HIS ARMS.

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Production:

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1034/217

ADVENTURE TIME

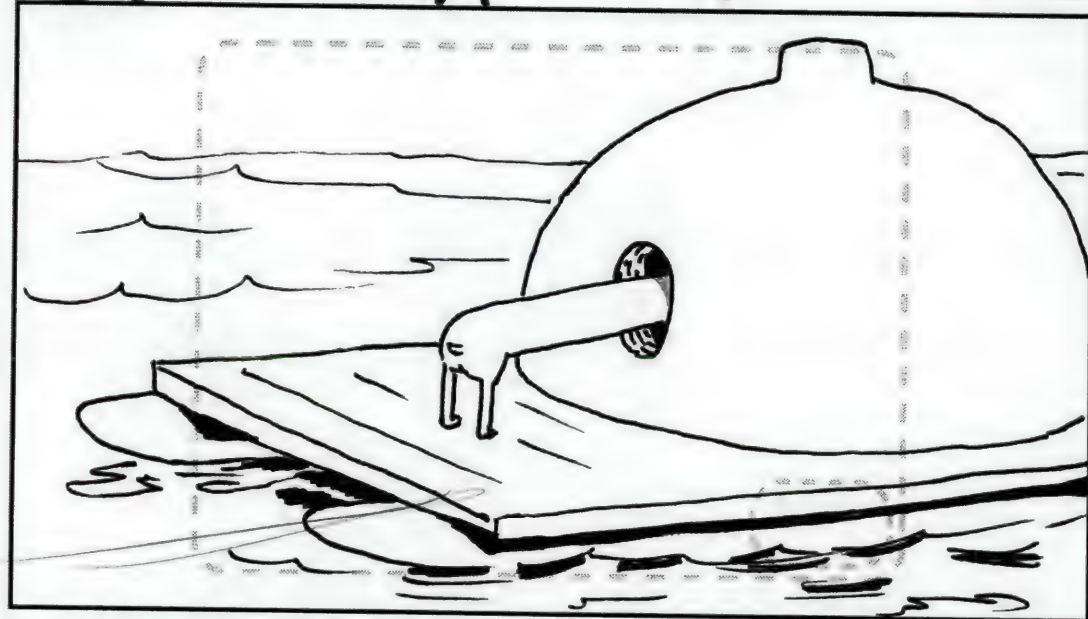


Sc. **58**

Pnl. **A**

Bg.

day night

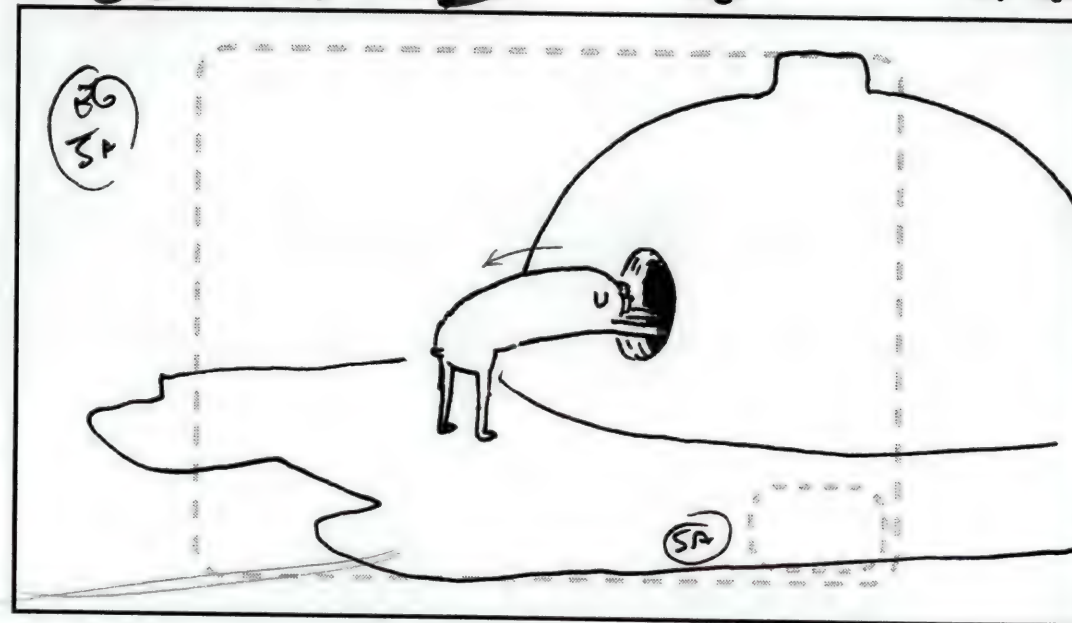


Sc. **58 cont** Pnl. **B**

Bg.

Page **83**

day night



Dialog:

Action:

-J STRETCHES OUTSIDE.

Timing:

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Production:

1034/217

1034/217

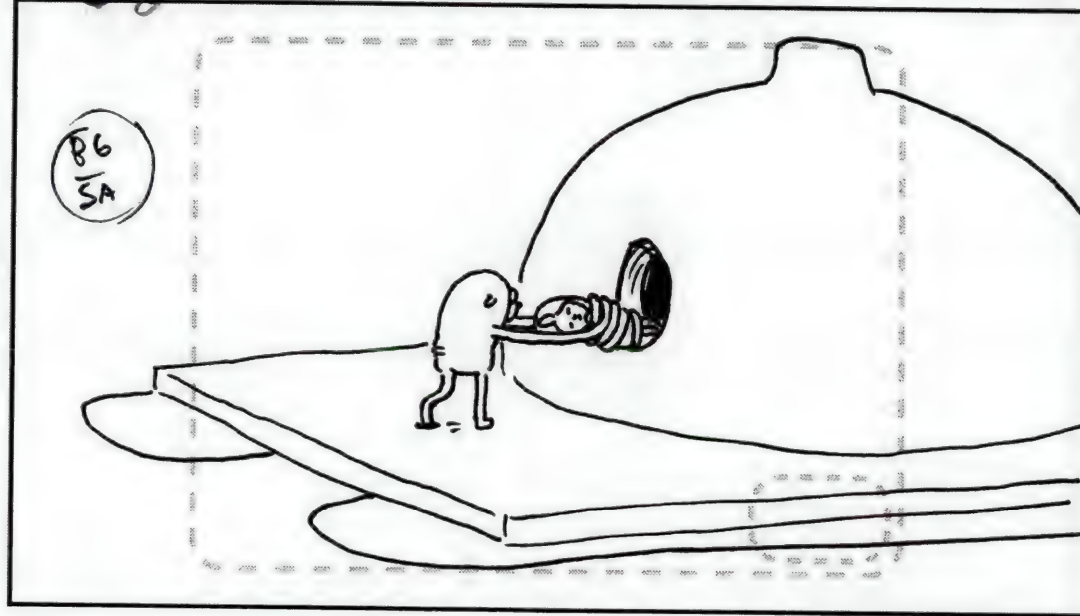
ADVENTURE TIME



Sc. *58 cont* Pnl. *C*

Bg.

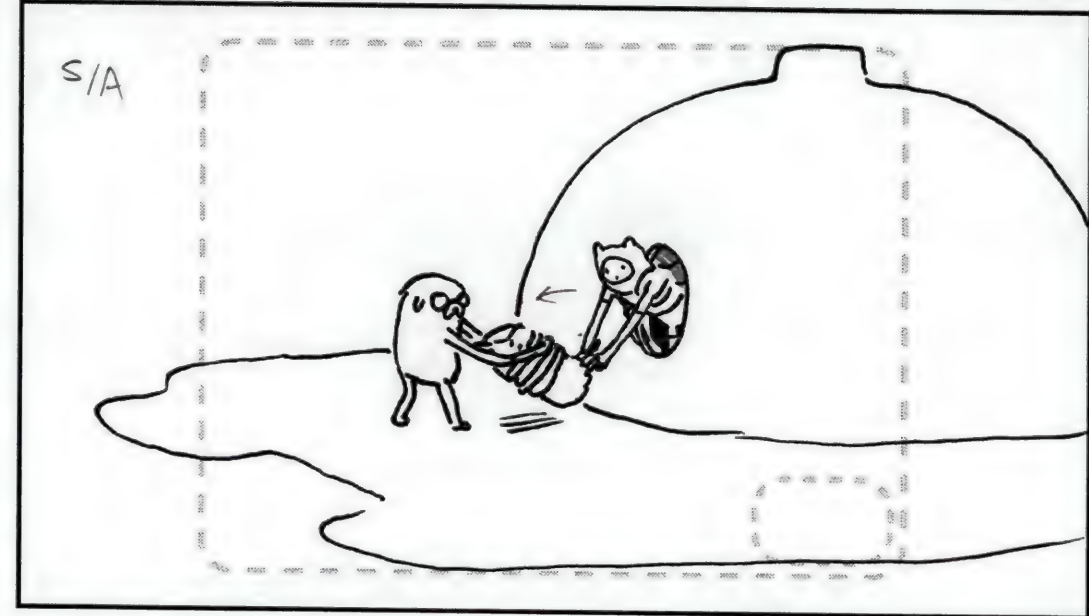
day night



Sc. *58 cont* Pnl. *D*

Bg.

day night



Dialog:

Action:

Timing:

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Production:

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1034/217

1034/217

1034/217

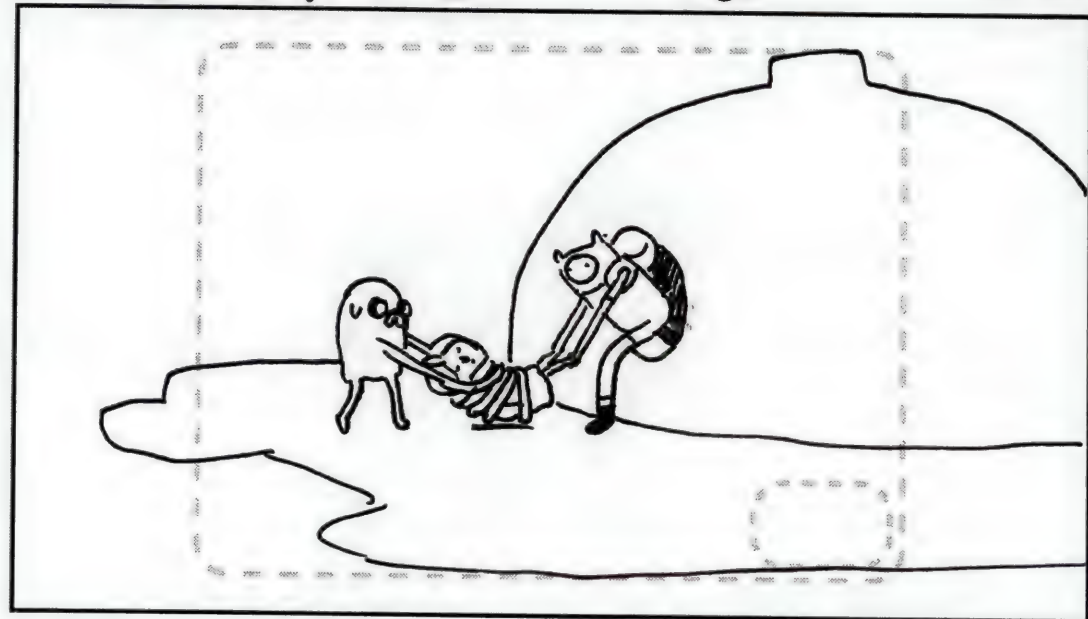
ADVENTURE TIME



Sc. *58 cont* Pnl. *E*

Bg.

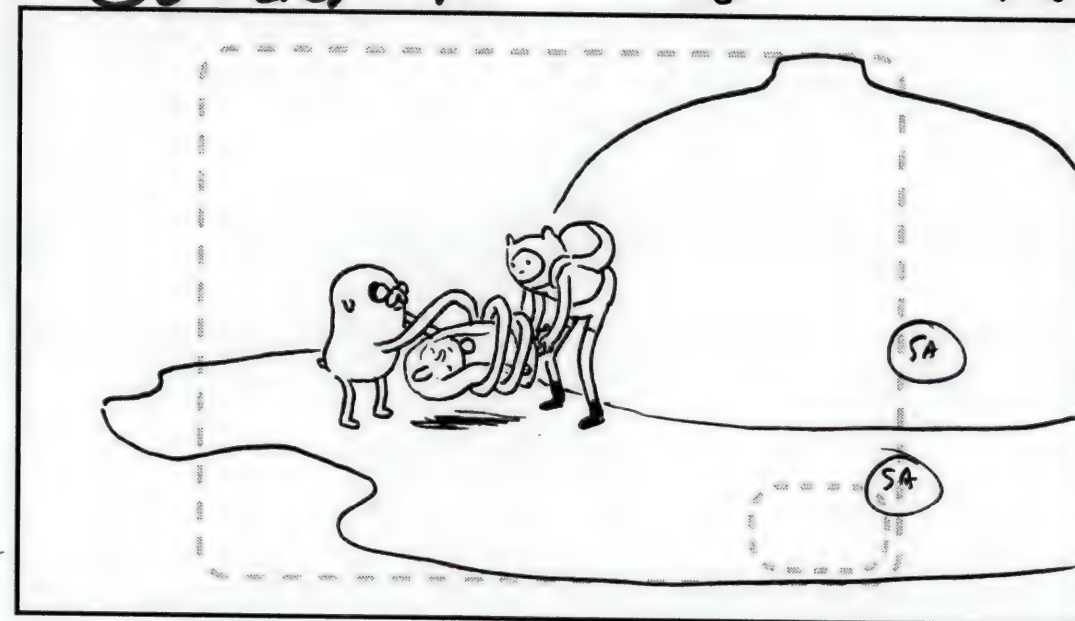
day night



Sc. *58 cont* Pnl. *F*

Bg.

day night



Dialog:

Action:

Timing:

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EPISODE # 1034-217

Production:

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1034/217

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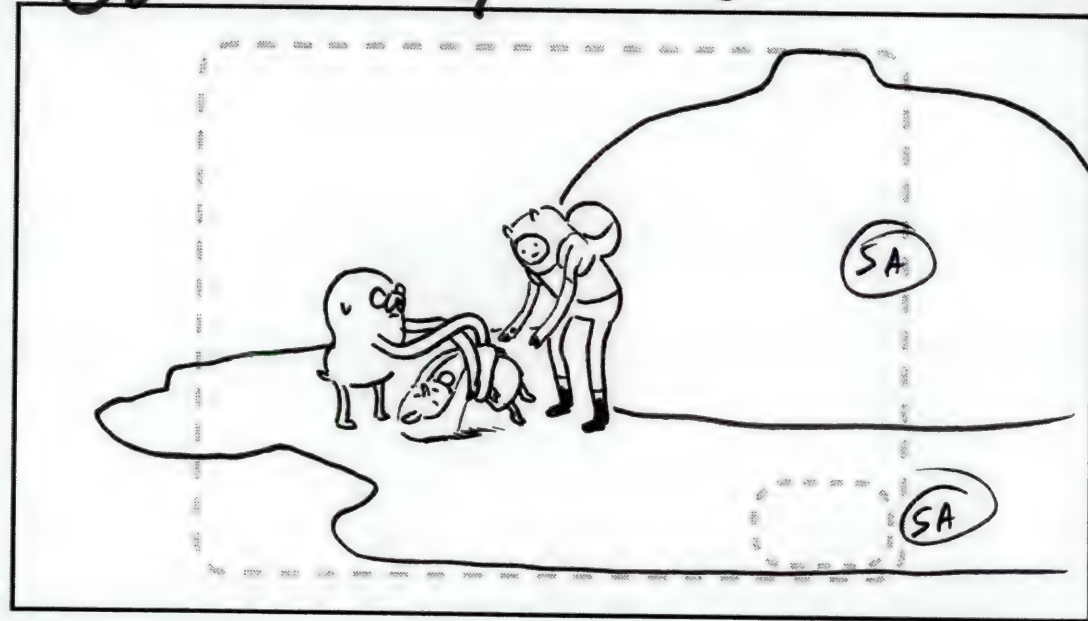
ADVENTURE TIME



Sc. **58 CONT** Pnl. **G**

Bg.

day night



Sc. **58 CONT** Pnl. **H**

Bg.

day night



Dialog:	
Action: -J. PUTS MOON DOWN ON THE DECK.	
Timing:	

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EPISODE #

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ADVENTURE TIME

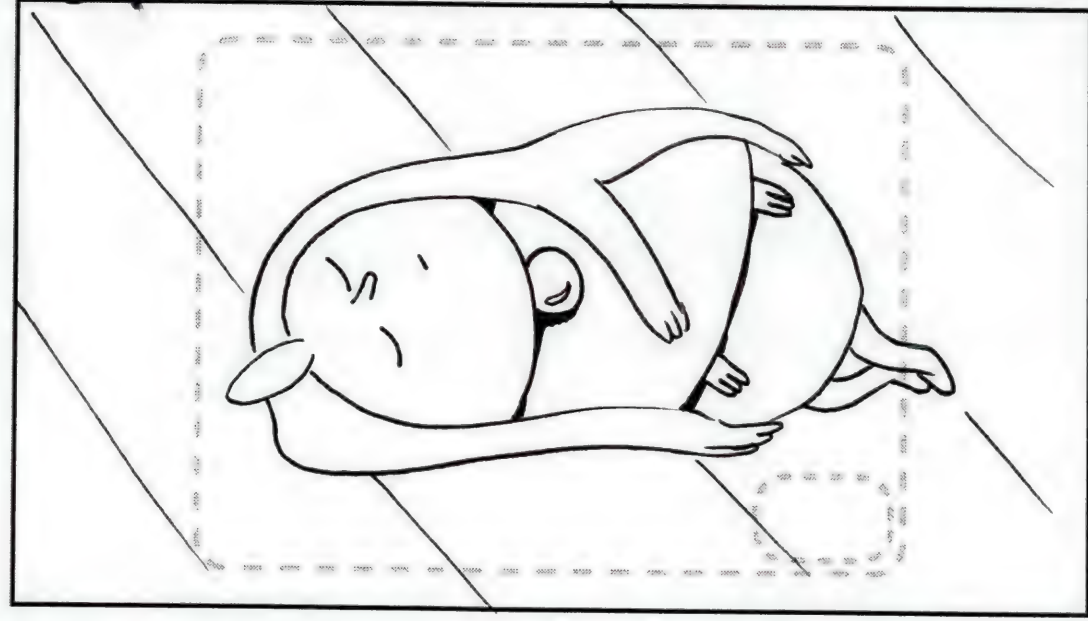


Sc. **59**

Pnl. **A**

Bg.

day night

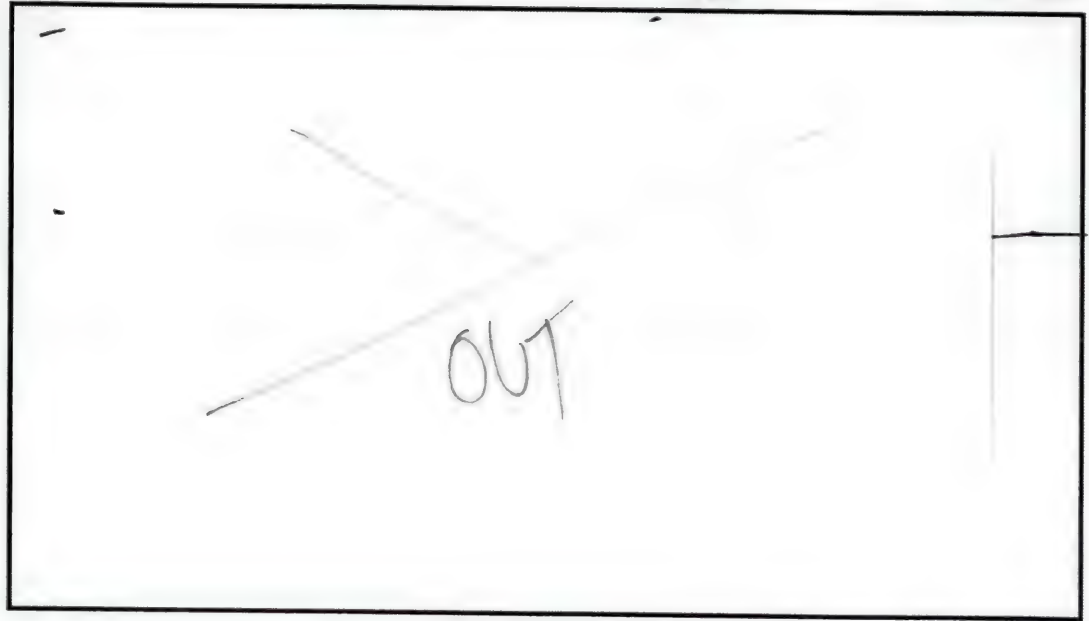


Sc.

Pnl.

Bg.

day night



Dialog:
<u>THE MOON</u> : [GENTLE BREATHING]
Action:
<div>APR 28 2015</div>
Timing:

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Production:

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1034/217

ADVENTURE TIME

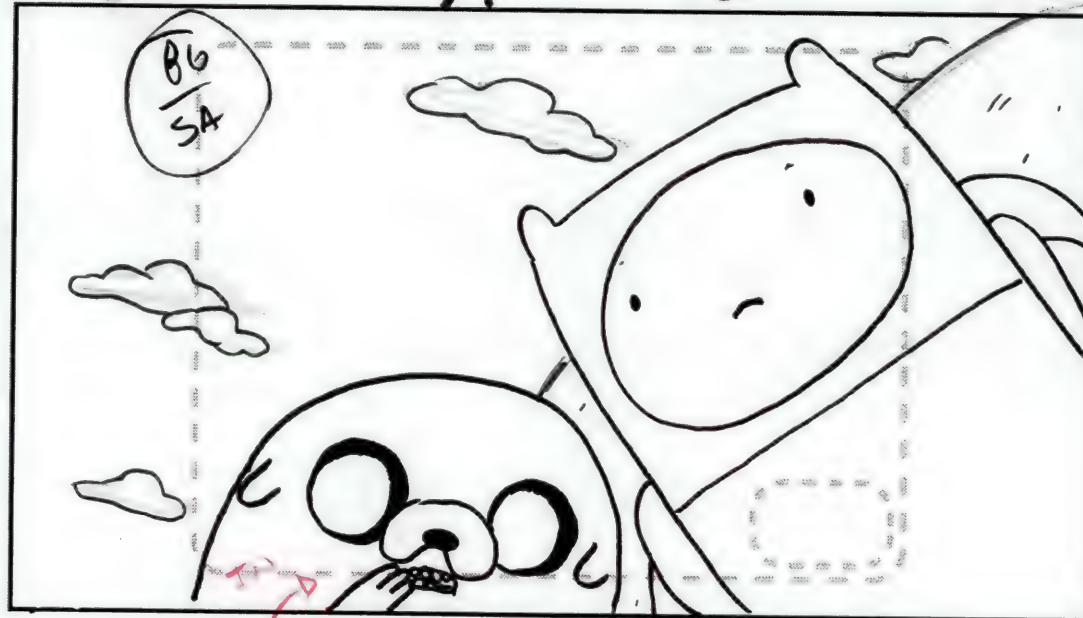


Sc. **60**

Pnl. **A**

Bg.

day night

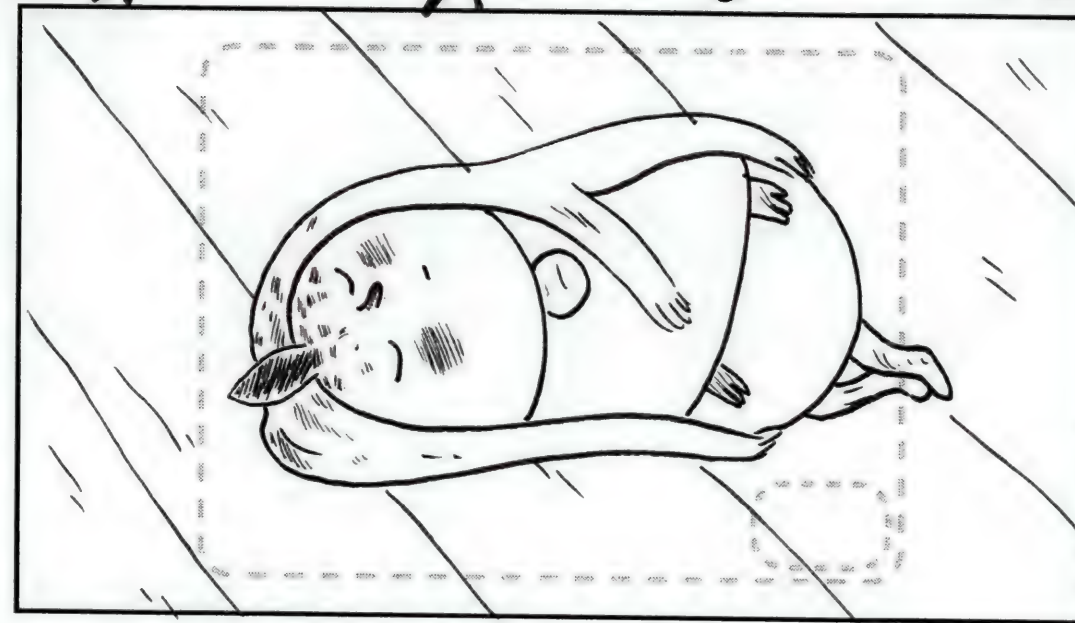


Sc. **61**

Pnl. **A**

Bg.

day night



Page **88**

Dialog:

(OS) ...ssizzzzzz
(SFX)

Action:

- F+J STARE DOWN AT ^{THE} MOON.

- SUNLIGHT STARTS BURNING THE MOON

Timing:

APR 28 2015

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EPISODE #

1034/217

Production:

1034/217

1034/217

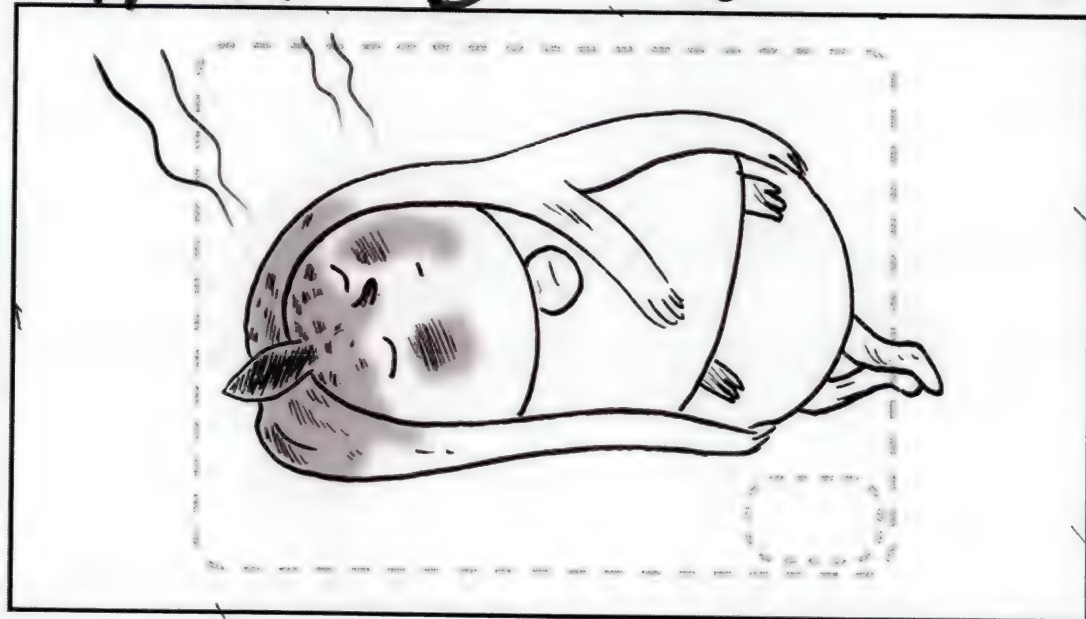
ADVENTURE TIME



Sc. **61 CONT** Pnl. **B**

Bg.

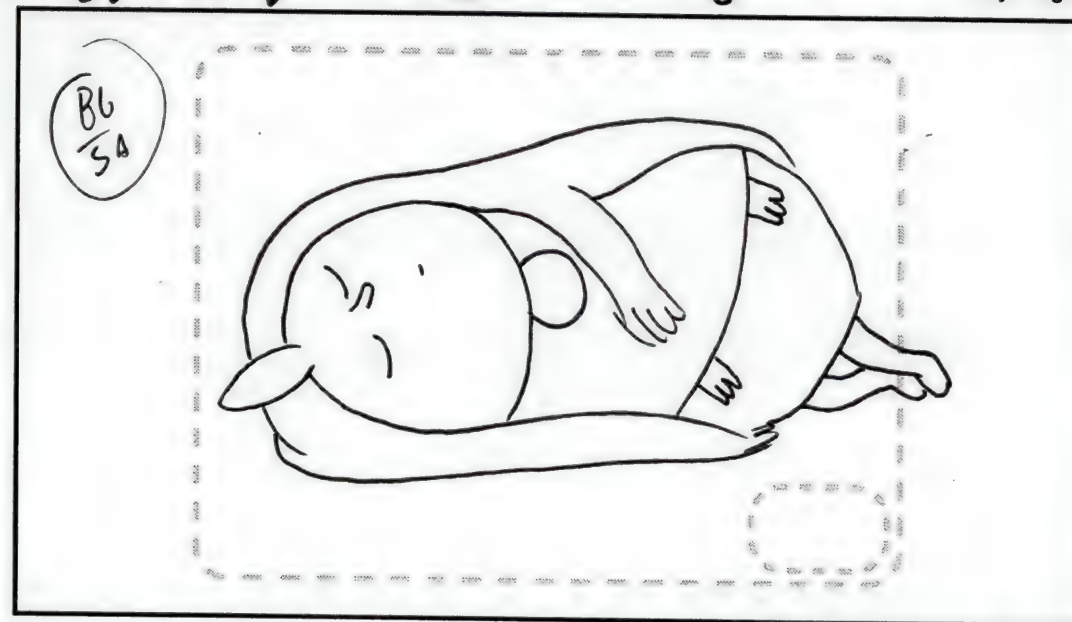
day night



Sc. **61 CONT** Pnl. **C**

Bg.

Page **89**
day night



Dialog:

sfx *sizzzzz*
(cont)

F&J
(OS)

WOWW!

Action:

- moon's skin bubbles & chars

- moon returns to normal
ALMOST INSTANTANEOUSLY.

Timing:

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Production:

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ADVENTURE TIME

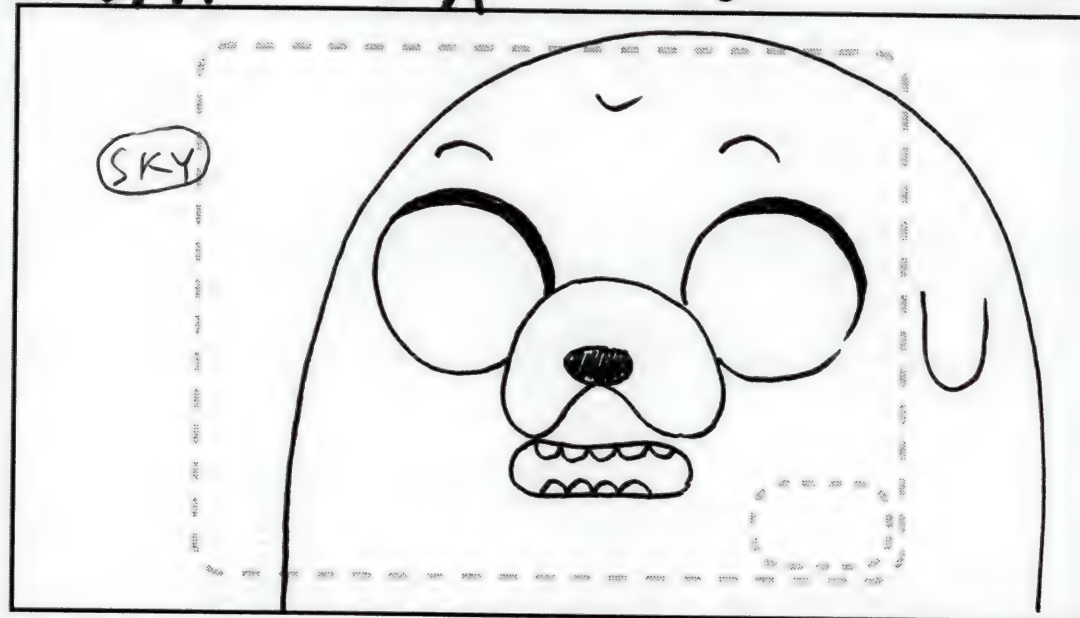


Sc. **61A**

Pnl. **A**

Bg.

day night

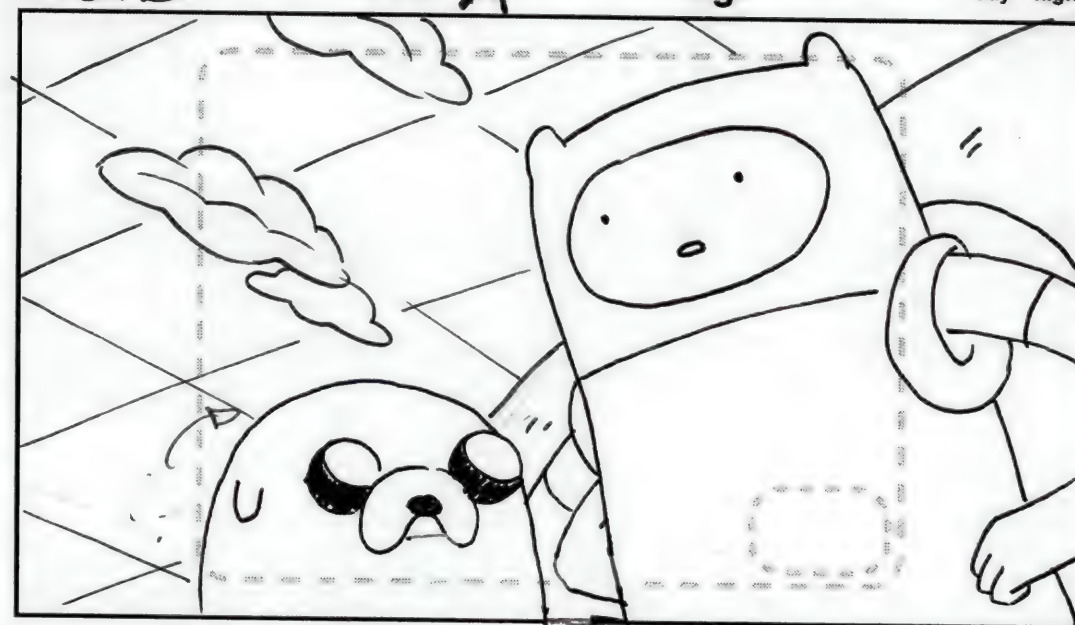


Sc. **61B**

Pnl. **A**

Bg.

Page **90**
day night **90A NEXT**



Dialog:

J How're we supposed to destroy this Stay-Fresh Creeper?

F HM. LET'S STICK WITH PB'S PLAN AND TRY

Action:



APR 28 2015

Timing:

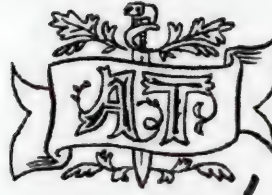
EPISODE # 1034-217

Production:

1034/217

1034/217

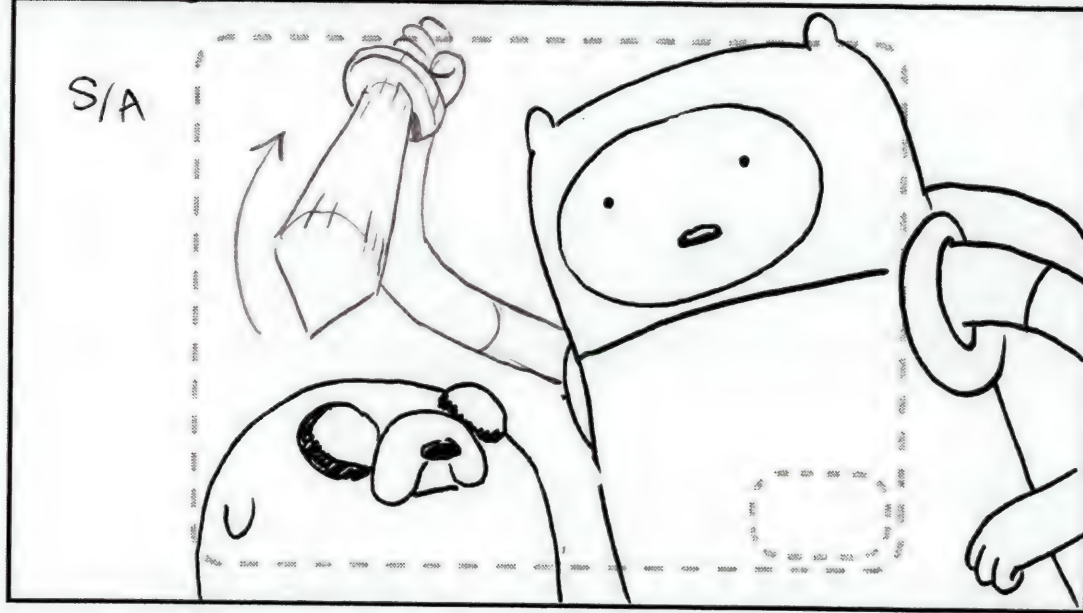
ADVENTURE TIME



Sc. **61 B cont** Pnl. **B**

Bg.

day night

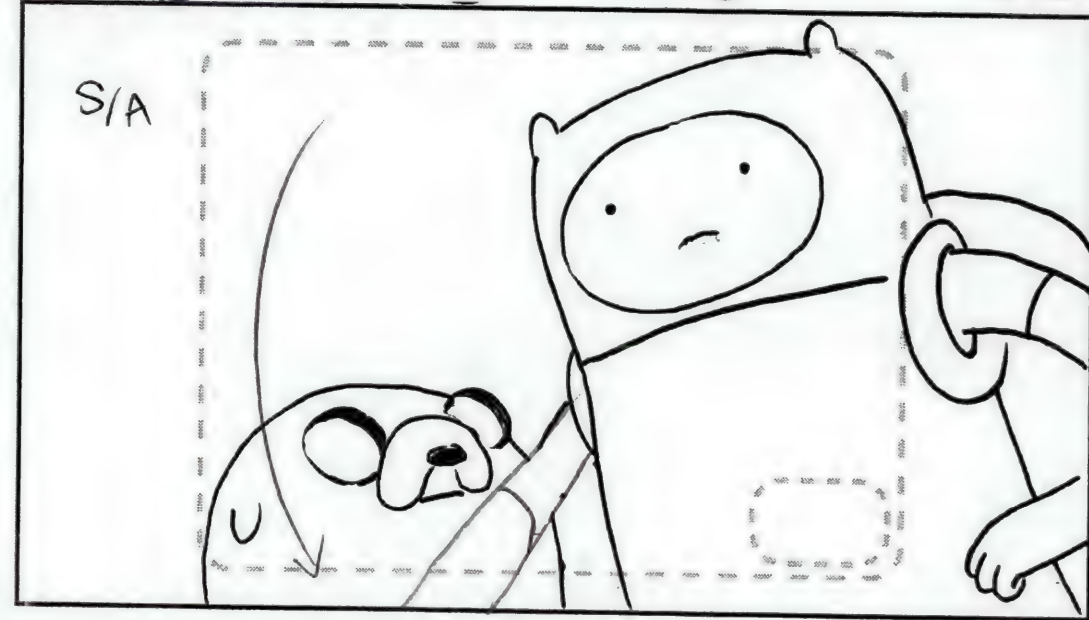


Sc. **61 B cont** Pnl. **C**

Bg.

Page

day night



Dialog:

Finn STAKING HER A BUNCH OF
DIFFERENT WAY'S

(F)

SFX: * SHOOK *

Action:

-F. RAISES STAKE SWORD

-F. STAKES MOON

Timing:

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Production:

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1034/217

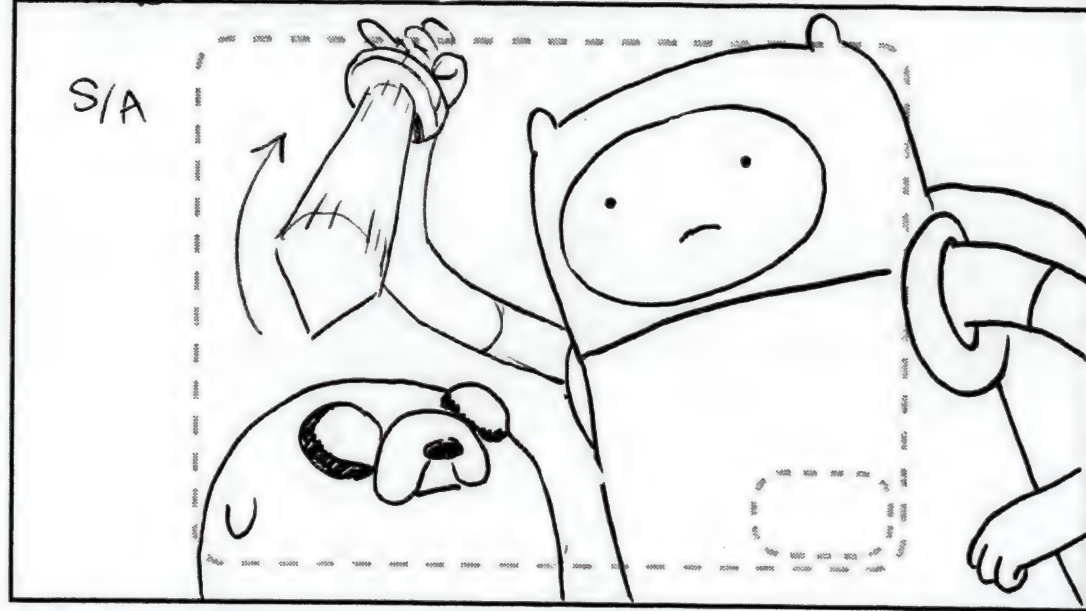
1034/217

90A
900NEXT

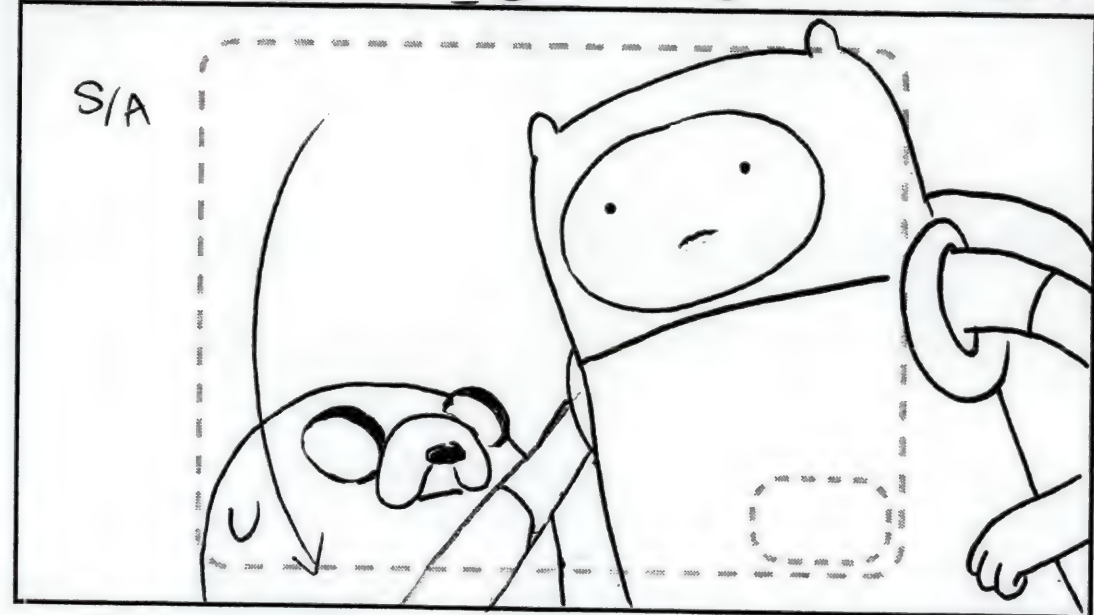
ADVENTURE TIME



Sc. **61B CONT** Pnl. **D** Bg. day night



Sc. **61B CONT** Pnl. **E** Bg. day night



Page **90B**
90C NEXT

Dialog:

SFX: * SHOOK * *

Action:

- F. RAISES STAKE SWORD

- F. STAKES MOON

APR 28 2015

Timing:

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Production:

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1034/217

ADVENTURE TIME

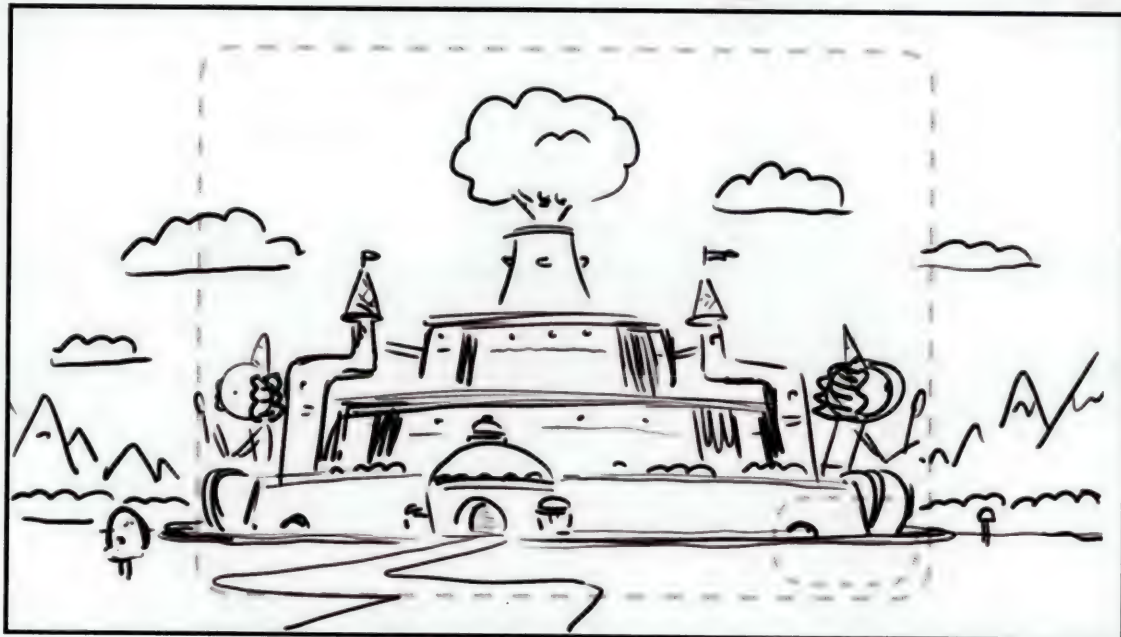


Sc. 62

Pnl. A

Bg.

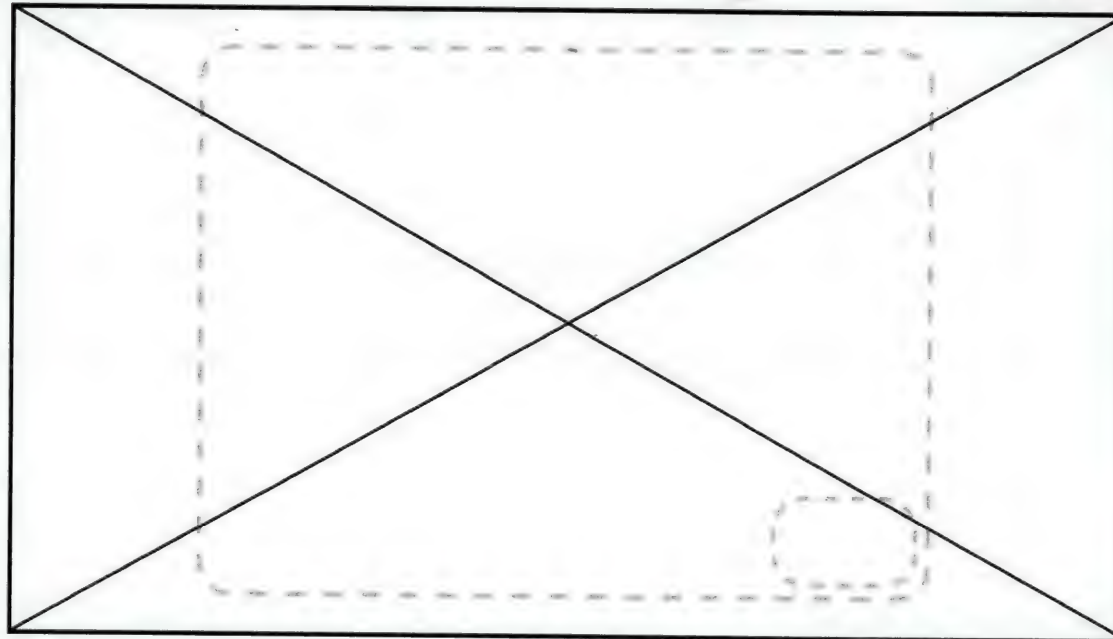
day night



Sc.

Pnl.

Bg.



Page 90C
9/1/15
day night

Dialog:

KOO (o.s.) Hmmmmm.

(KOO stock cycles)

Action:

Timing:

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Production:

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ADVENTURE TIME

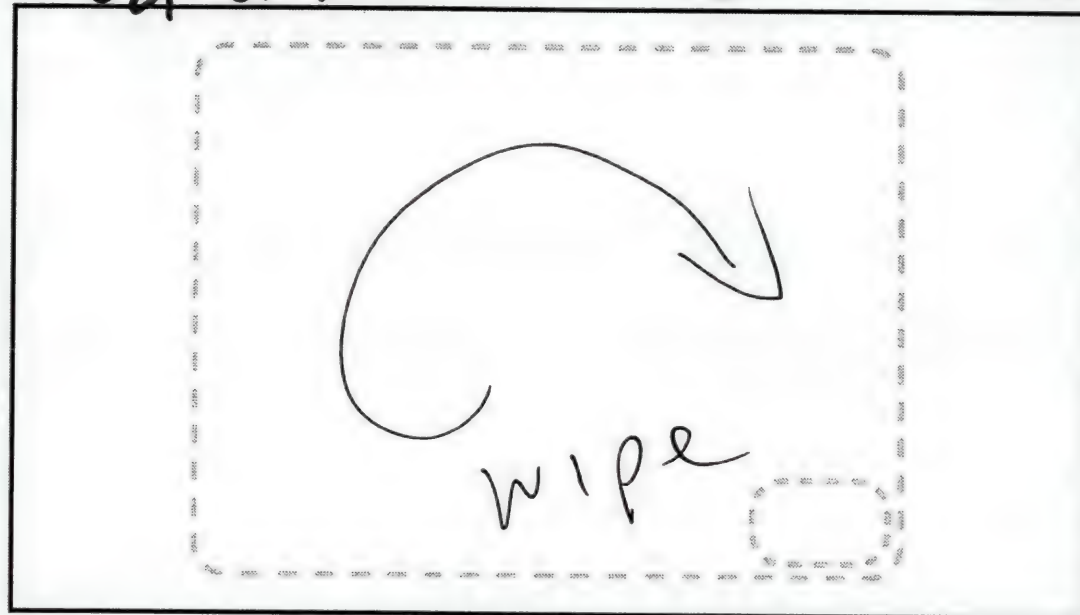


Page 91

Sc. **62 cont** Pnl.

Bg.

day night



Sc. 63

Pnl. **A**

Bg.

day night



Dialog:

Action:

Timing:

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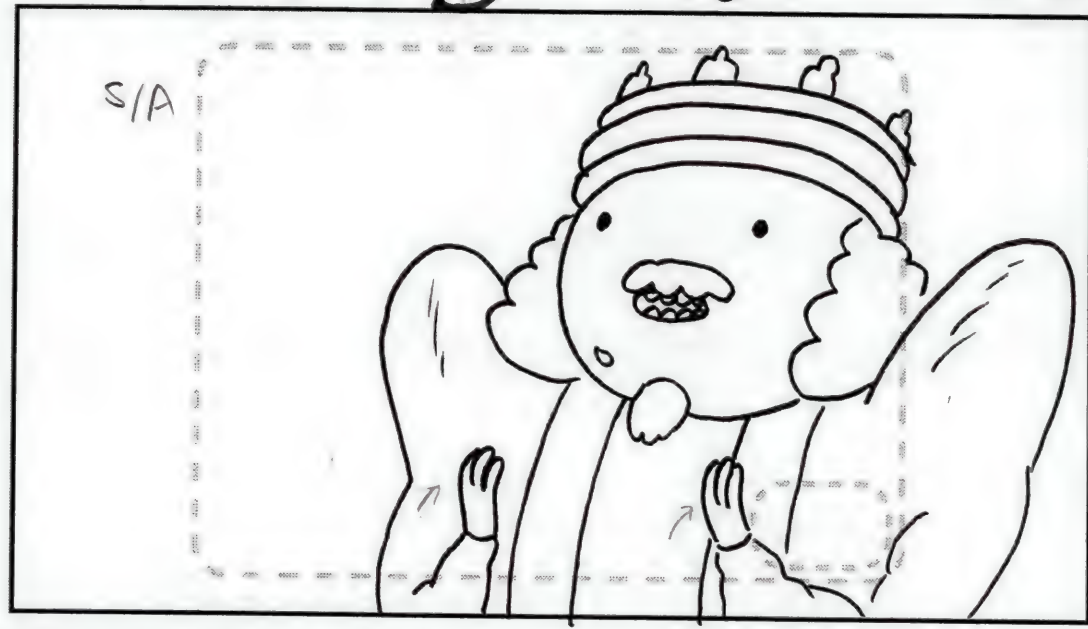
ADVENTURE TIME



Sc. 63 *CONT* Pnl. *B*

Bg.

day night



Sc. 63 *CONT* Pnl. *C*

Bg.

day night

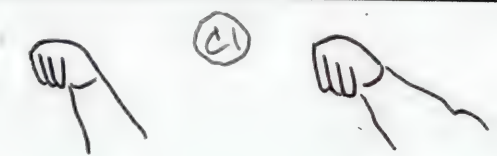
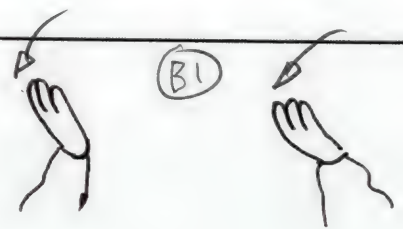


Dialog:

(KOO) higher.... higher!

(KOO) lower.... lower.

Action:



Timing:

APR 28 2015

Production:

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1034/217

ADVENTURE TIME



Page 93

Sc. 63 *CONT* Pnl. *D*

Bg.

day night



Sc. 64

Pnl. *A*

Bg.

day night



Dialog:

(KOO) UP Lower...

Action:

Timing:



(KOO) Perfect

- BANANA GUARDS ARE HOLDING CRUNCHY TROPHY UP TO WALL.

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ADVENTURE TIME

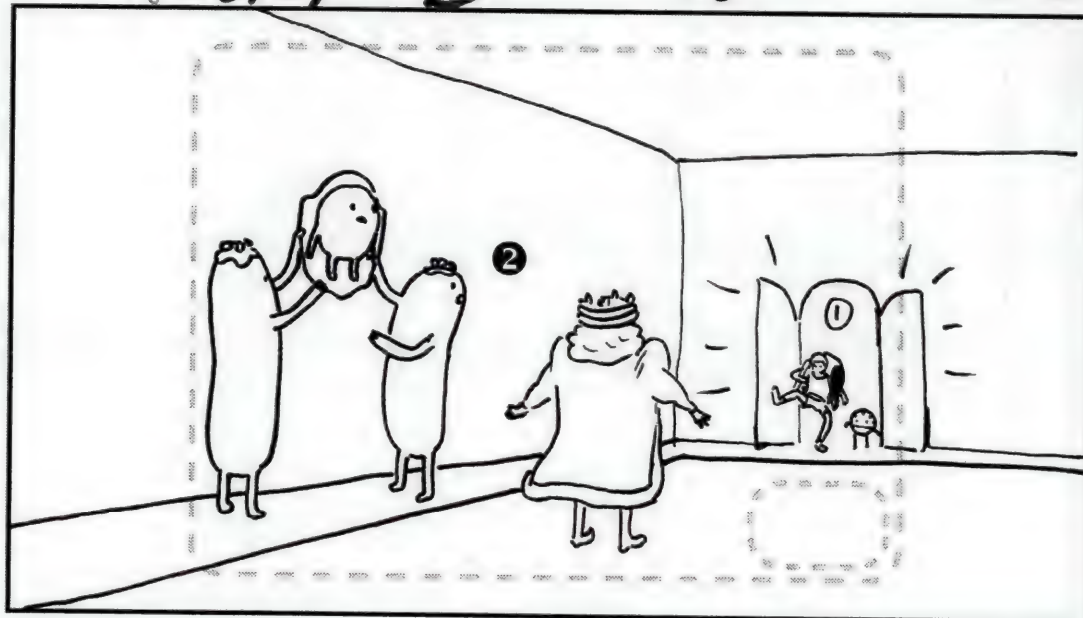


Page 94

Sc. 64 *CONT* Pnl. *B*

Bg.

day night

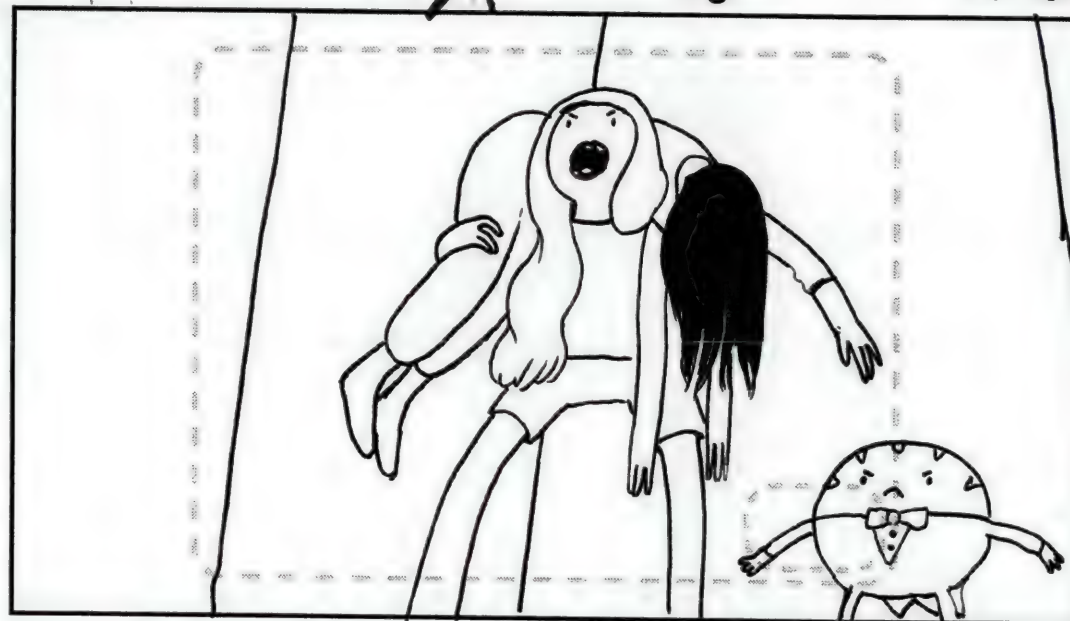


Sc. 65

Pnl. *A*

Bg.

day night



Dialog:

Sfx Blam!

Action:

-PB KICKS OPEN
DOOR.

Timing:

(PB) Hey!

(B1)



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Production:

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ADVENTURE TIME



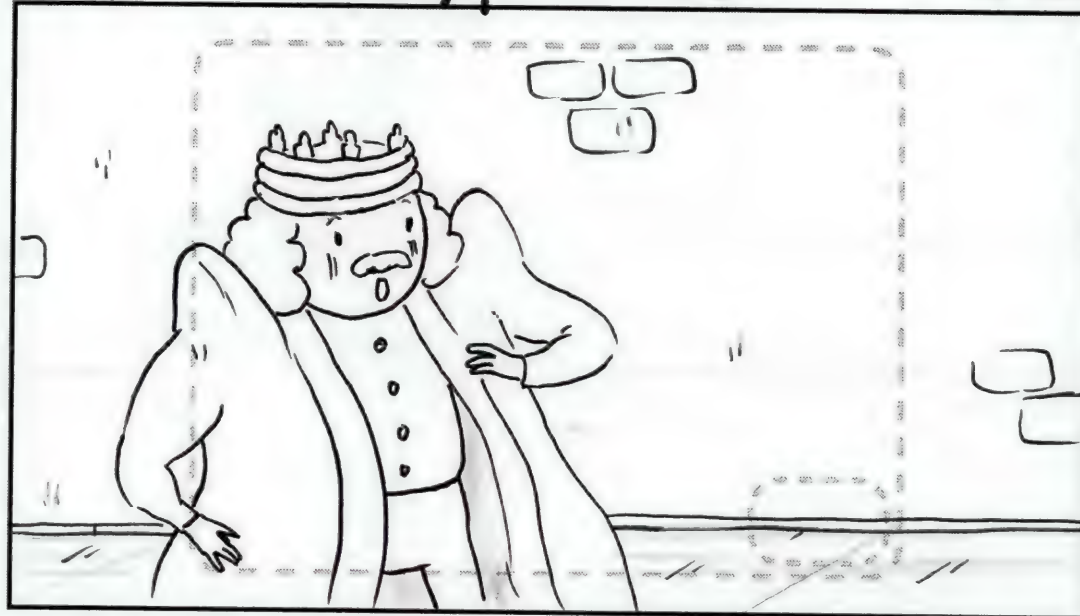
Page 95

Sc. 66

Pnl. **A**

Bg.

day night



Sc. 66 *cont*

Pnl. **B**

Bg.

day night



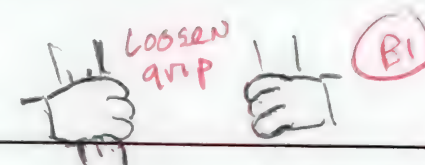
Dialog:

(Koo) Woah!

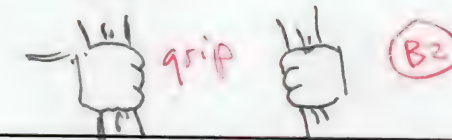
(Koo) Ah! what are you doing here
former Princess Bubblegum?

Action:

Timing:



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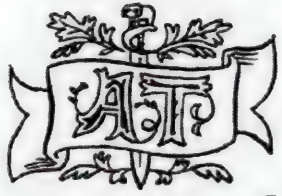
1034/217

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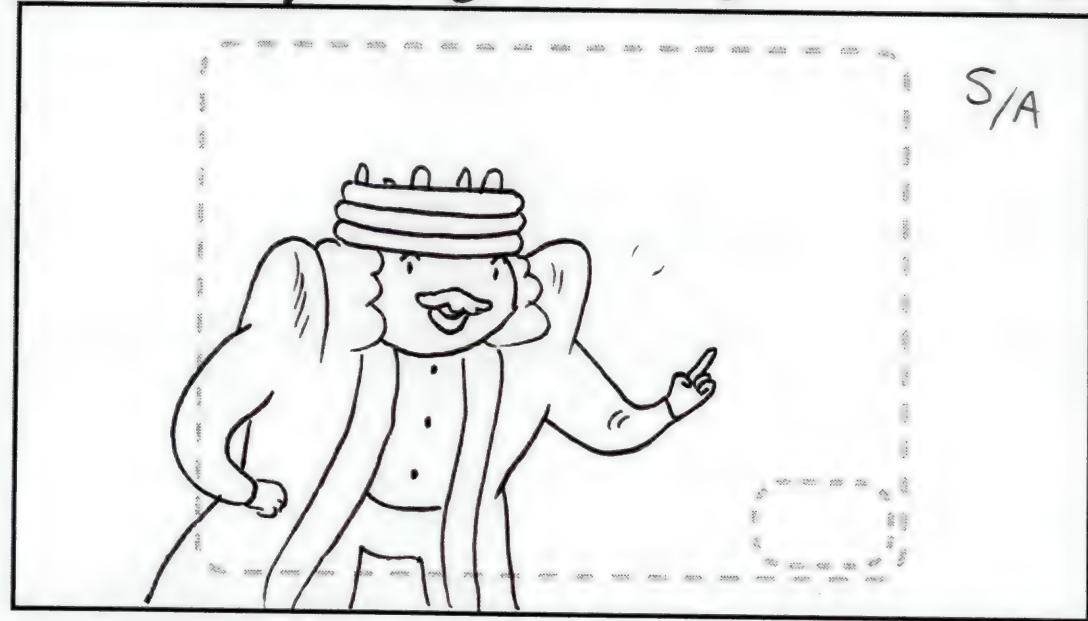
ADVENTURE TIME



Sc. 66 *CONT* Pnl. *C*

Bg.

day night



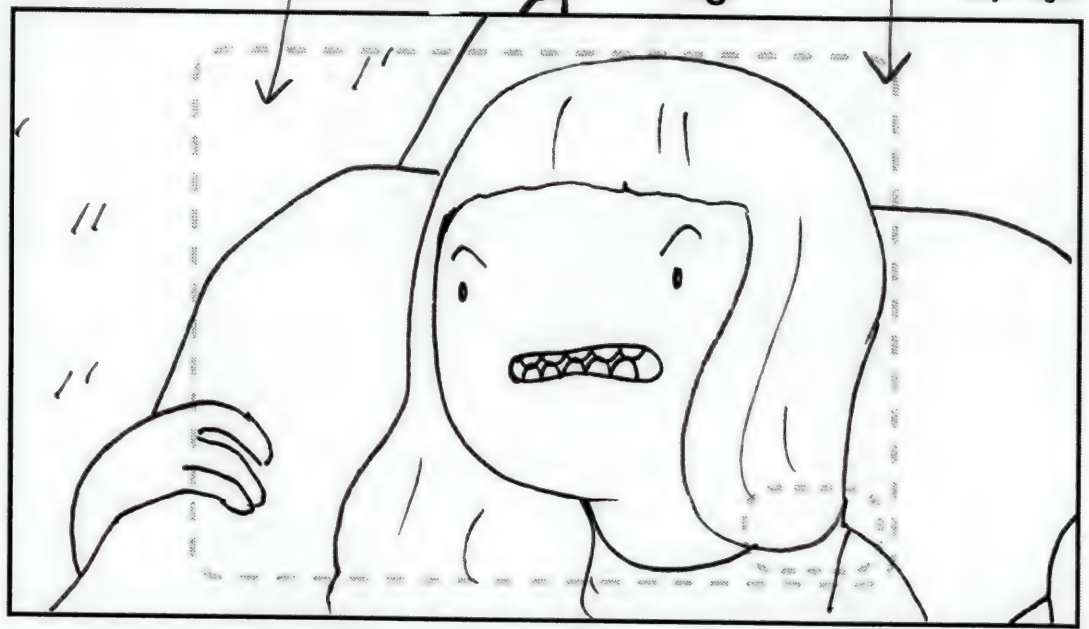
Sc. 67

Pnl. *A*

Bg.

Page 96

day night



Dialog:

Koo

did you forget that you lost the election?

PB monarchies

Action:

Timing:



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ADVENTURE TIME



Page 98

Sc. 67 *CONT* Pnl. *D*

Bg.

day night

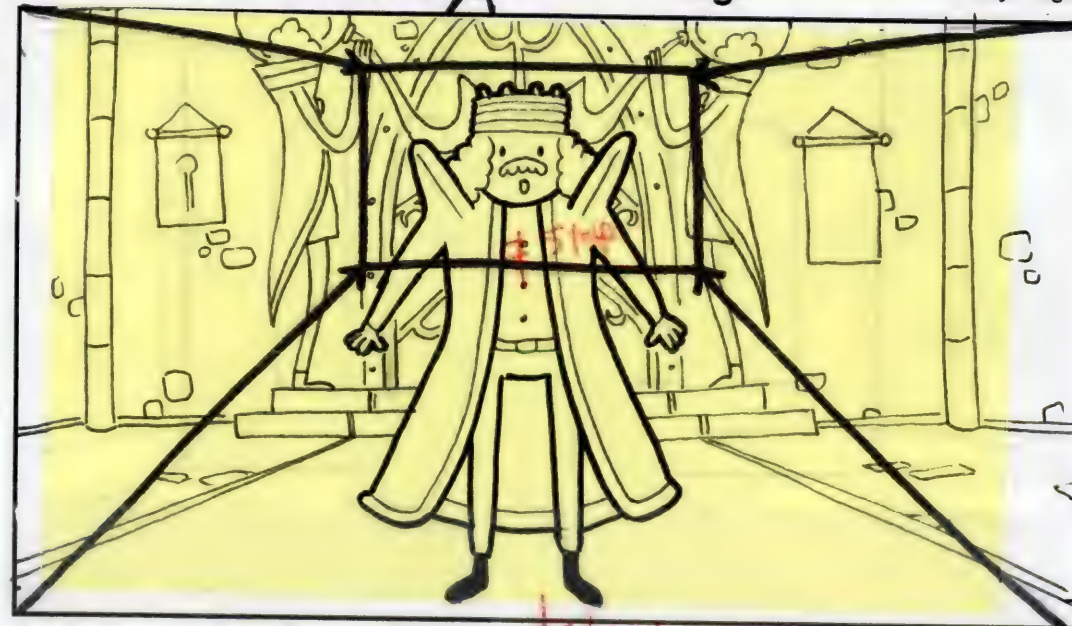


Sc. 68

Pnl. *A*

Bg.

day night



Dialog:

(PB)

DEMOCRACIES!

(KOO)

Whut??

Action:

-TRUCK IN ON KOO

Timing:

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Sc. 68 *CONT* Pnl. *B*

Bg.

day night

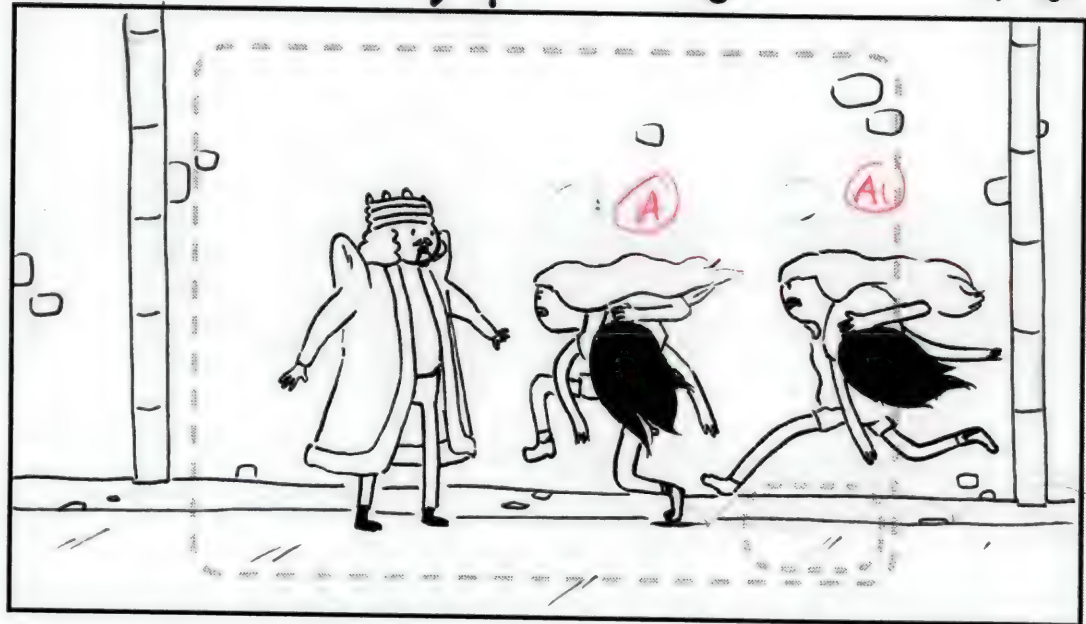


Sc. 69

Pnl. *A*

Bg.

day night



Dialog:

(PB) (os) Aaaaa ~~~~~>

Action:

-PB RUNS UP TO KOO

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Timing:

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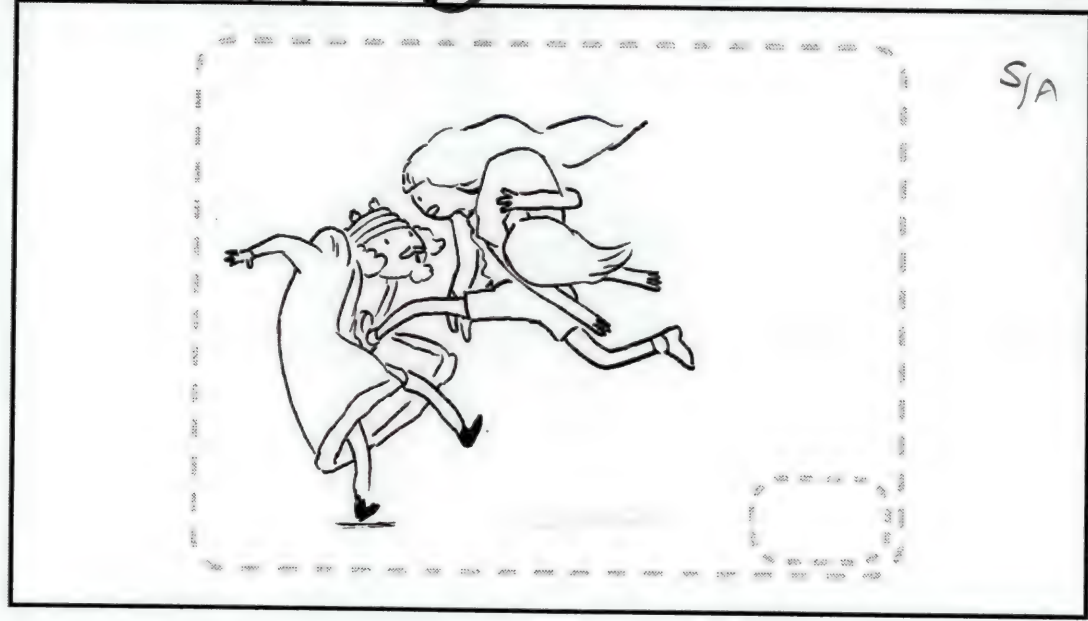
ADVENTURE TIME



Sc. 69 *CONT* Pnl. *B*

Bg.

day night

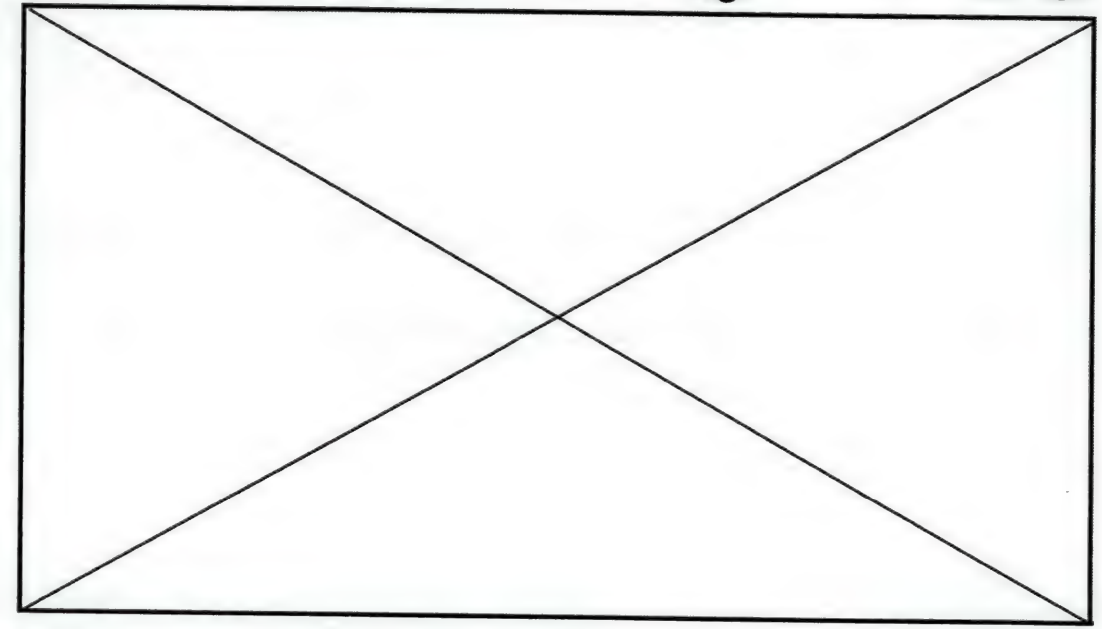


Sc.

Pnl.

Bg.

day night



Dialog:

Koo *oof!*

Action:

Timing:

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Production:

1034/217

1034/217

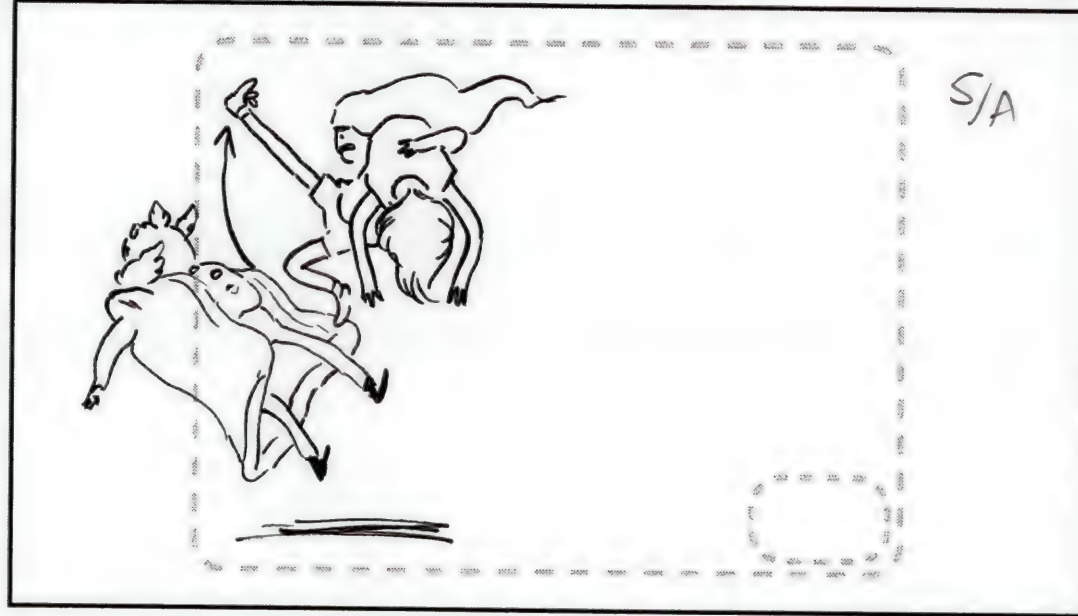
ADVENTURE TIME



Sc. 69 *CONT* Pnl. C

Bg.

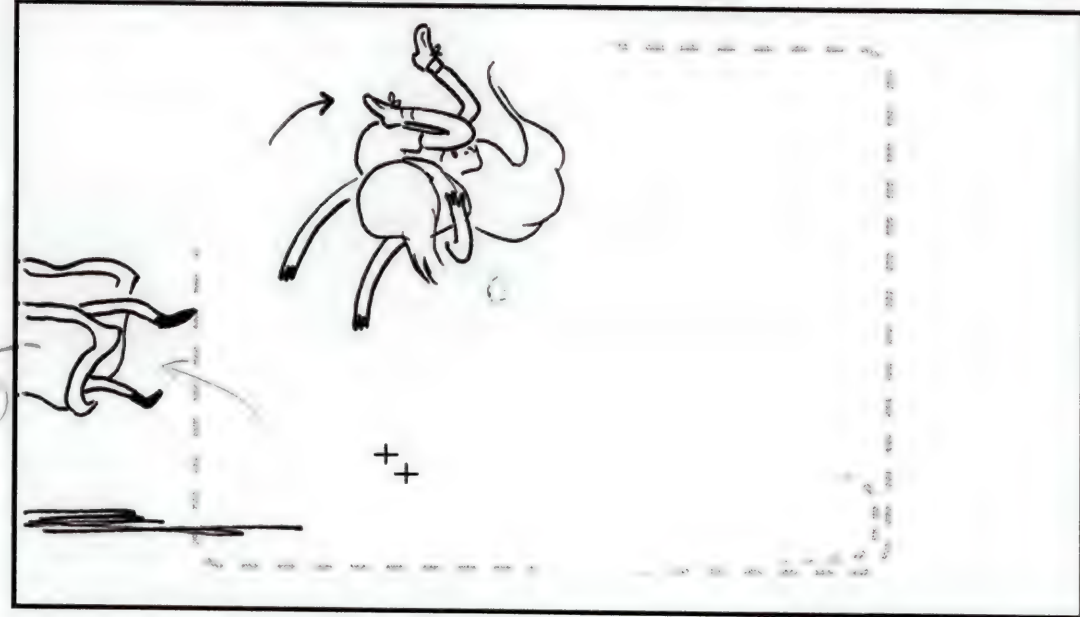
day night



Sc. 69 *CONT* Pnl. D

Bg.

day night



Dialog:

Action:

-PB BICYCLE KICKS KOO OFF/S AND LANDS

Timing:



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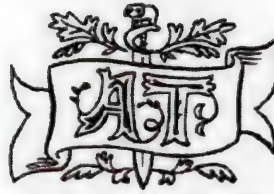


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ADVENTURE TIME



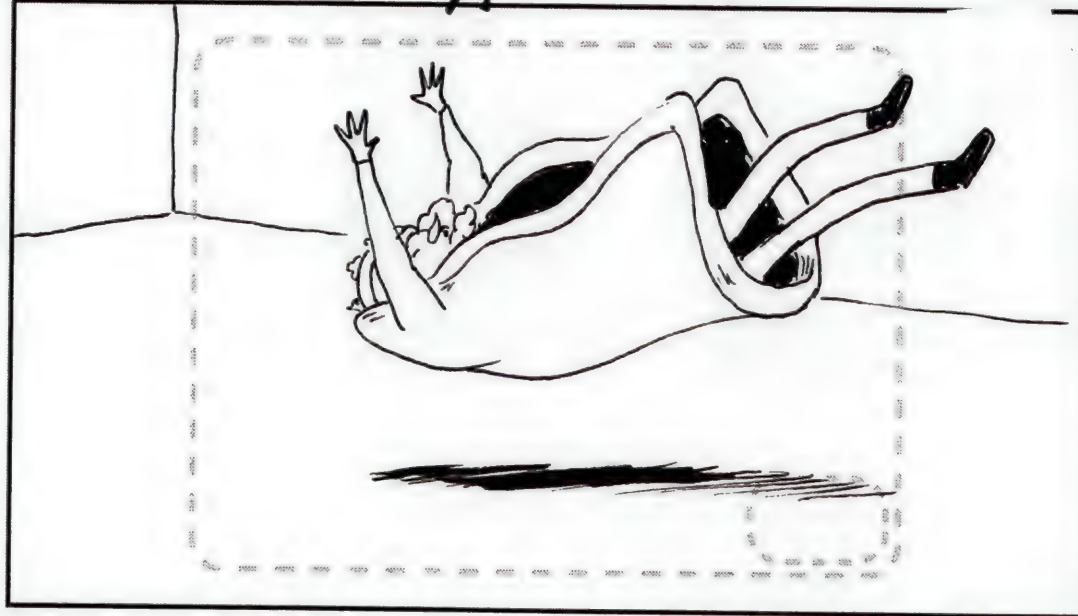
Page 102

Sc. 70

Pnl. **A**

Bg.

day night



Sc. 70 **CONT**

Pnl. **B**

Bg.

day night



Dialog:

(Koo) [IMPACT]

Action:

- KOO FALLS BACK.
- PAN W/ KOO

Timing:



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ADVENTURE TIME

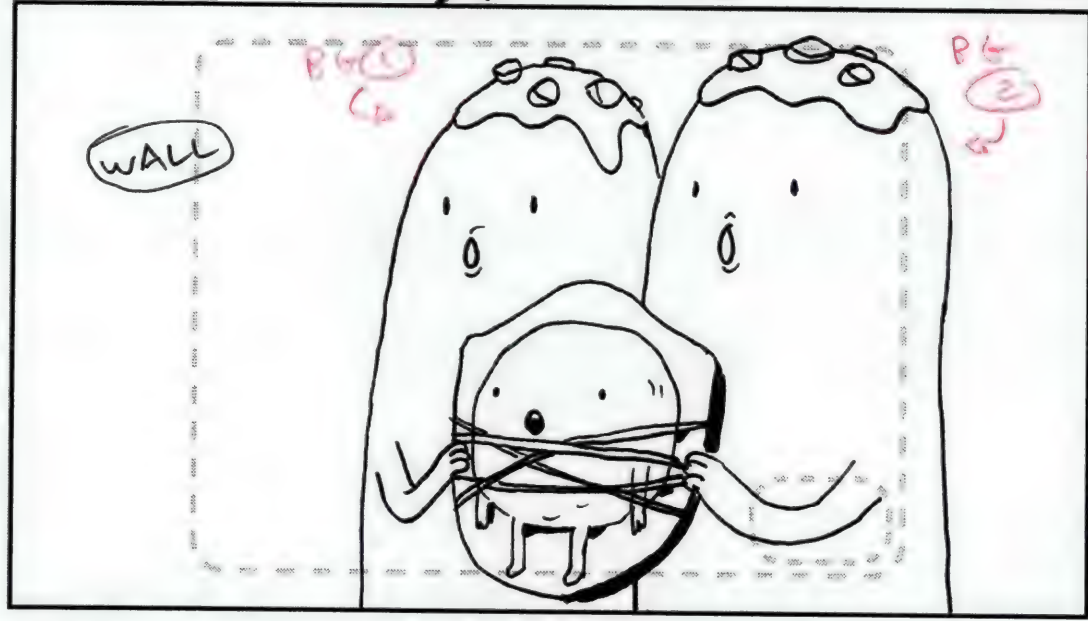


Sc. 71

Pnl. **A**

Bg.

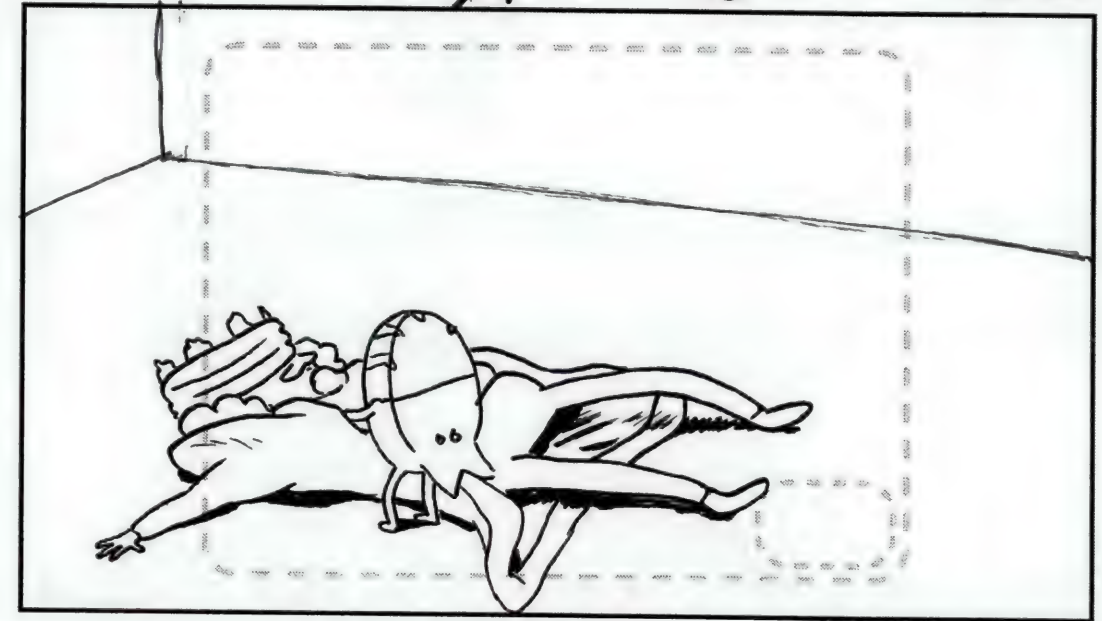
day night



Sc. 72

Pnl. **A**

Bg.



Page 103

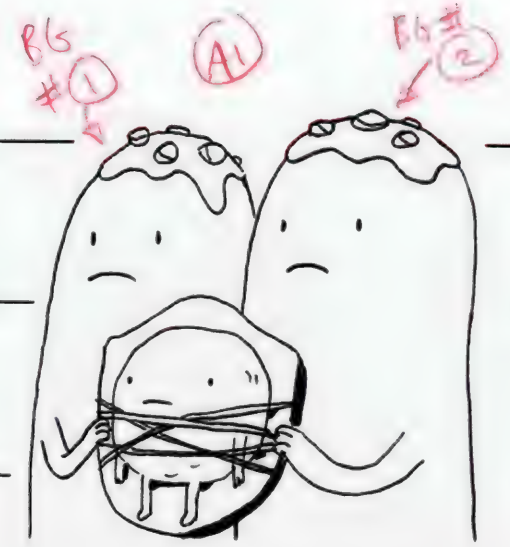
No PG 104
day night

Dialog:

(All) OOO!

Action:

Timing:



(Sfx) (keys jingling)

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EPISODE # 1034-217

Production:

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ADVENTURE TIME



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Sc. 72 *CONT* Pnl. *B*

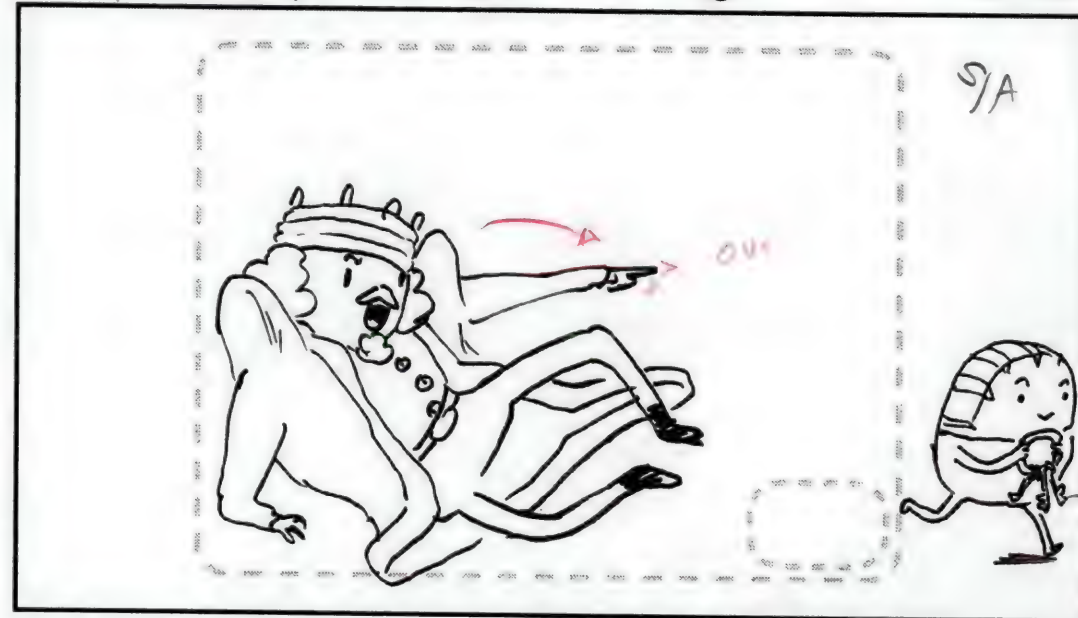
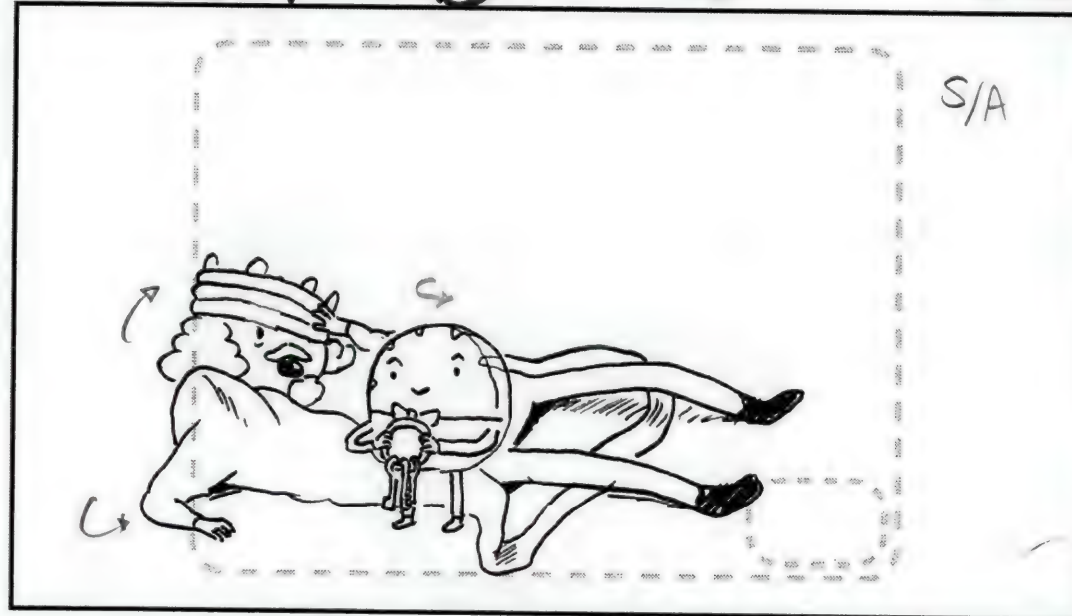
Bg.

day night

Sc. 72 *CONT* Pnl. *C*

Bg.

day night



Dialog:

Koo hey!

Action:

PEP BUT RETRIEVES KEYS

Timing:

(P)



Push up crown

Koo

Banana Guards! Seize her!



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1034-217

EPISODE #

1034/217

Production:

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1034/217

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1034/217

ADVENTURE TIME

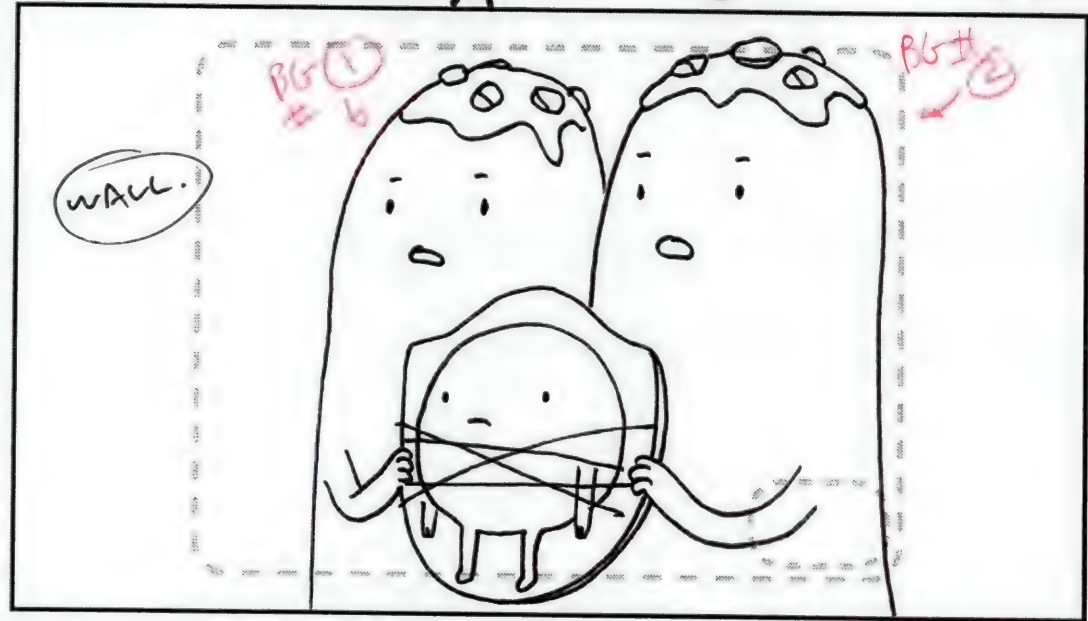


Sc. 73

Pnl. A

Bg.

day night

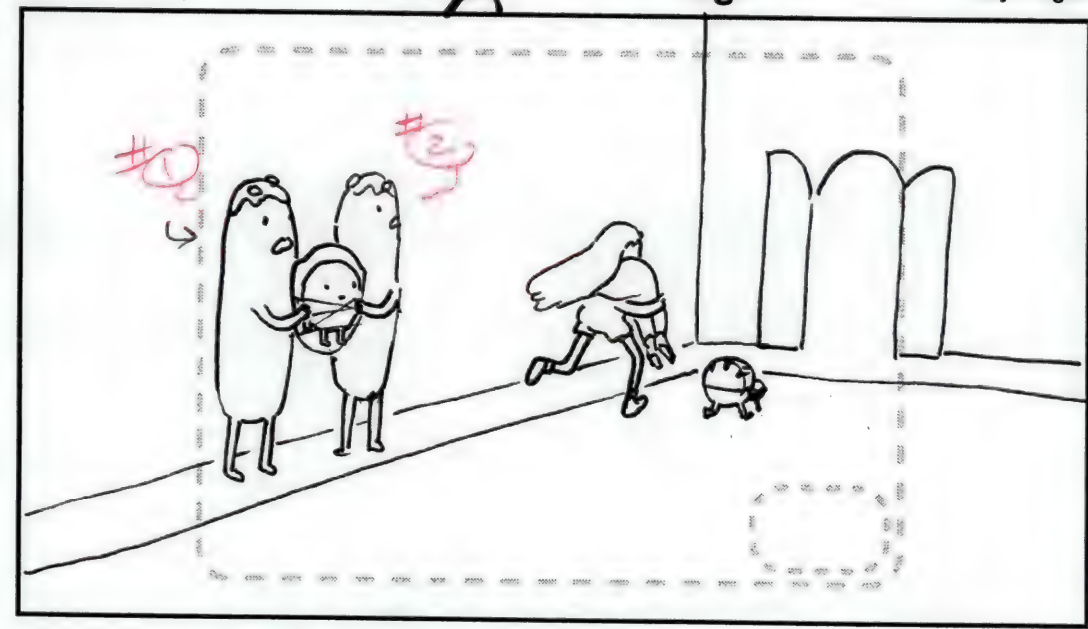


Sc. 74

Pnl. A

Bg.

day night



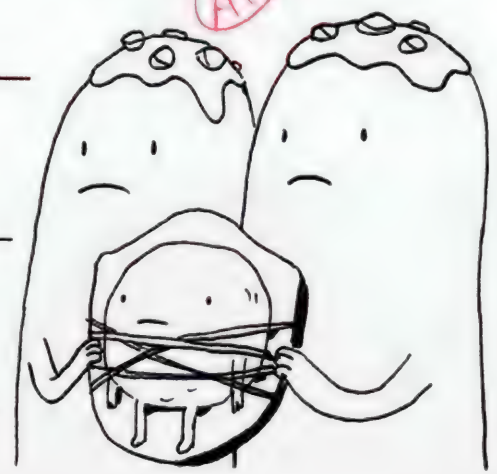
Dialog:

BG #1

AHH!! Princess

A1

Action:

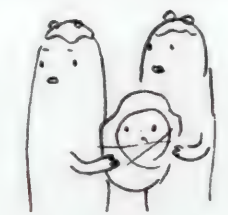


Timing:

BG #1

should we listen to him?

A1
S.P.



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EPISODE #

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Production:

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ADVENTURE TIME



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Sc. 74 *CONT* Pnl. *B*

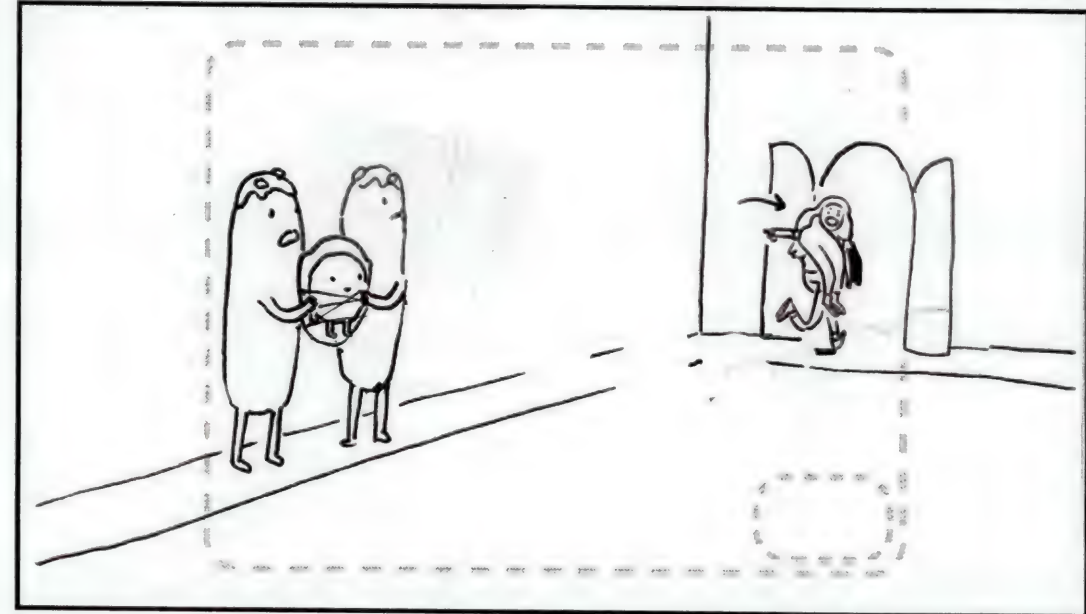
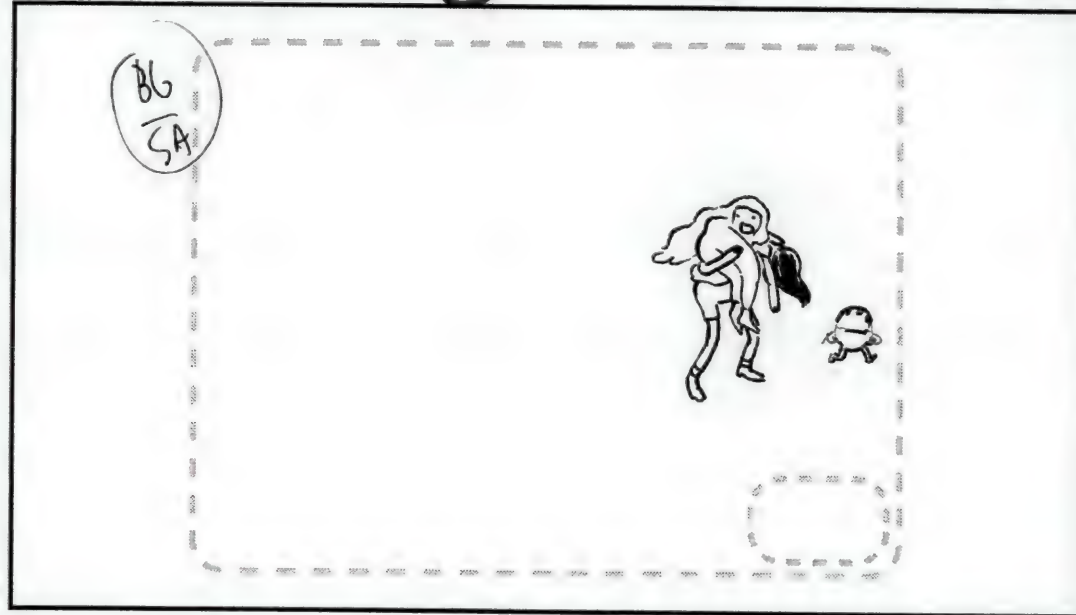
Bg.

day night

Sc. 74 *CONT* Pnl. *C*

Bg.

day night



Dialog:

(PB) NO! Just keep him outta my way *(PB)* And Untie Crunchy!

APR 28 2015

Action:

— *PB* turns and runs through door

Timing:



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Production:

1034/217

ADVENTURE TIME



Sc. 75

Pnl. A

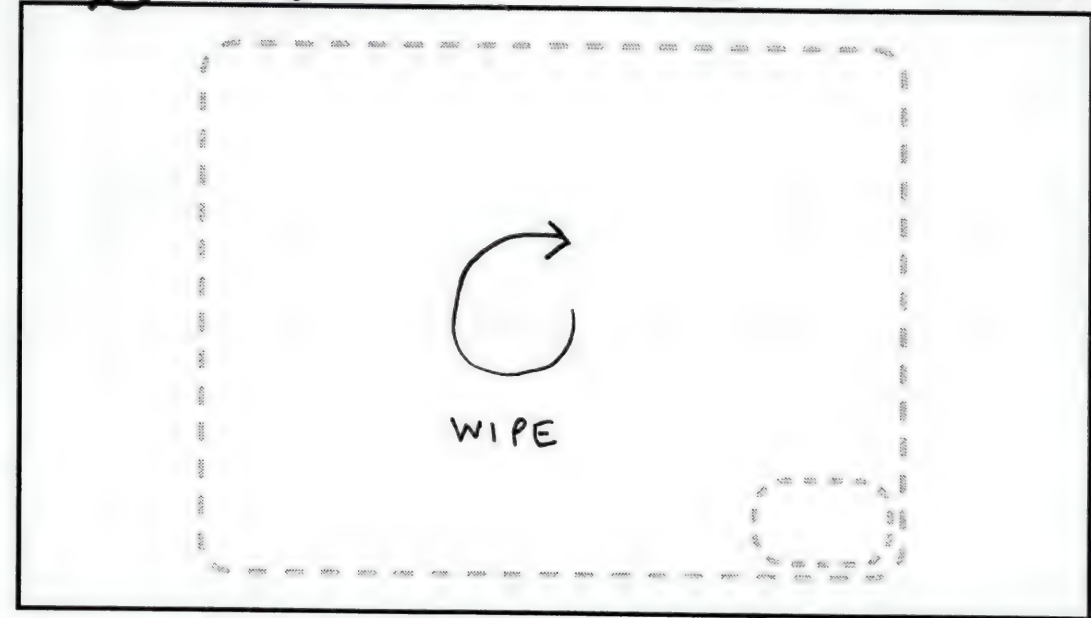
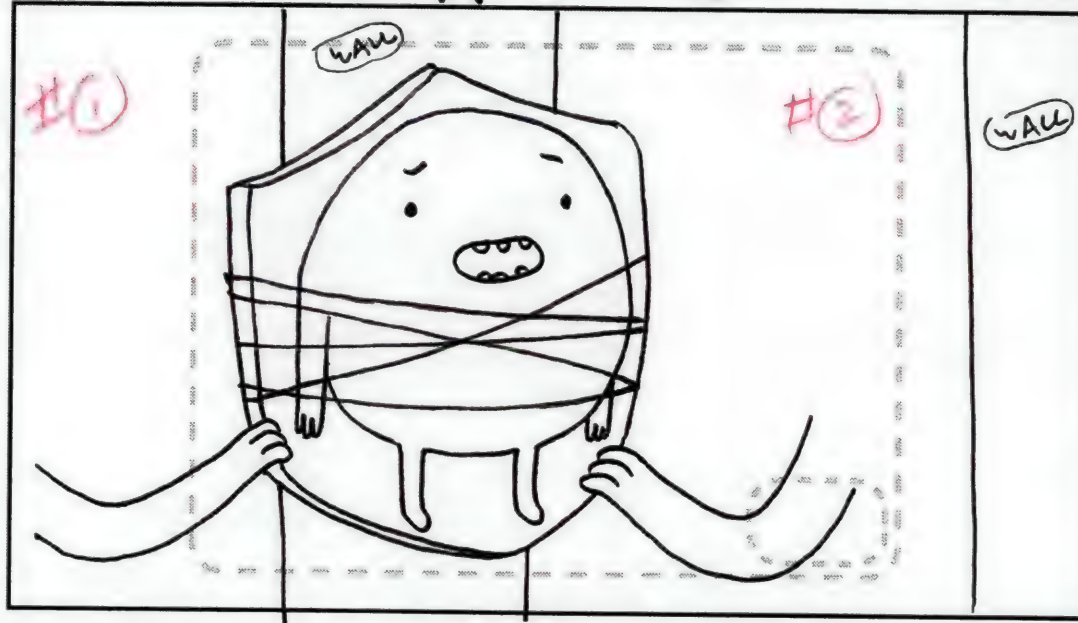
Bg.

day night

Sc. 75 CONT Pnl.

Bg.

Page 108
No PG 109
day night



Dialog:

(C)

thank you your princessness

Action:

Timing:

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EPISODE # 1034-217

Production:

1034/217

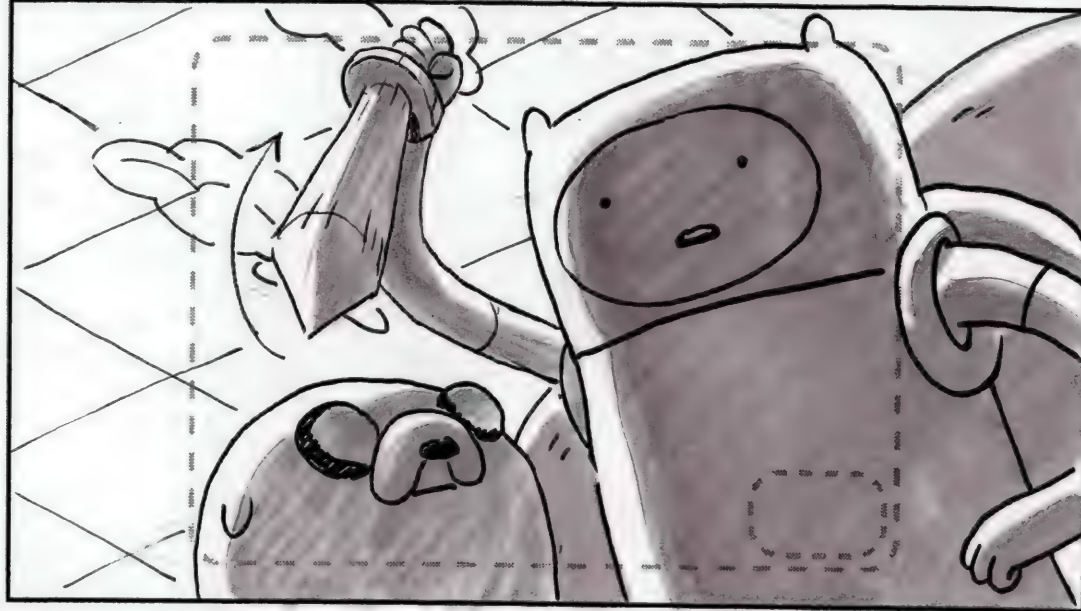
1034/217

ADVENTURE TIME

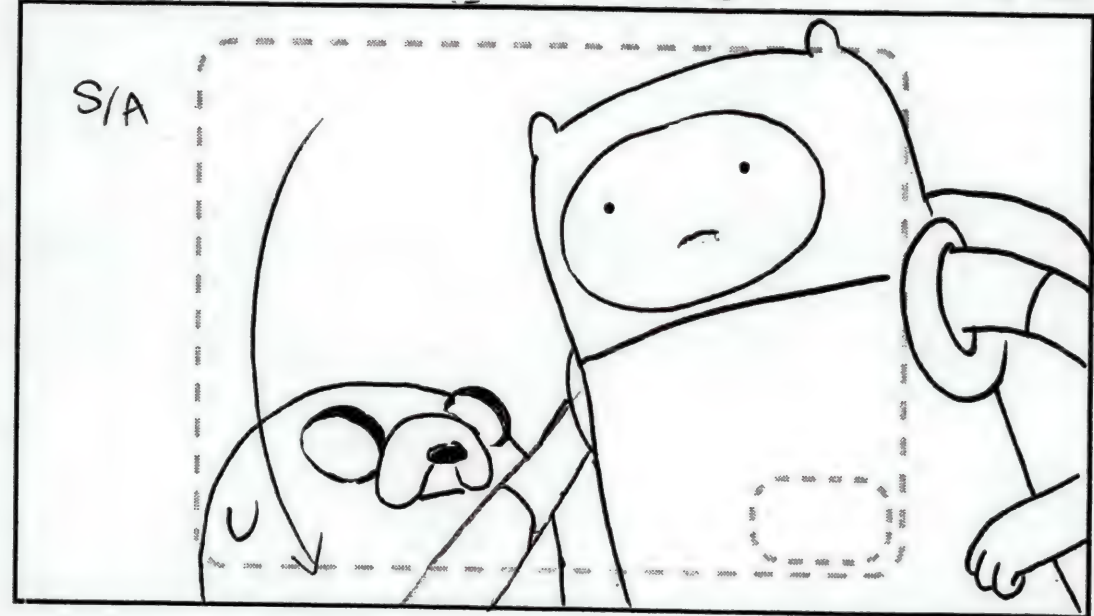


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Sc. 76 Pnl. A Bg. day night



Sc. 76 *cont* Pnl. B Bg. day night



Dialog:

(F)

SFX: * SHOOK * *

Action:

- F. RAISES STAKE SWORD
(CLOSER TO SUNSET NOW.)

- F. STAKES MOON

APR 28 2015

Timing:

EPISODE # 1034-217

Production:

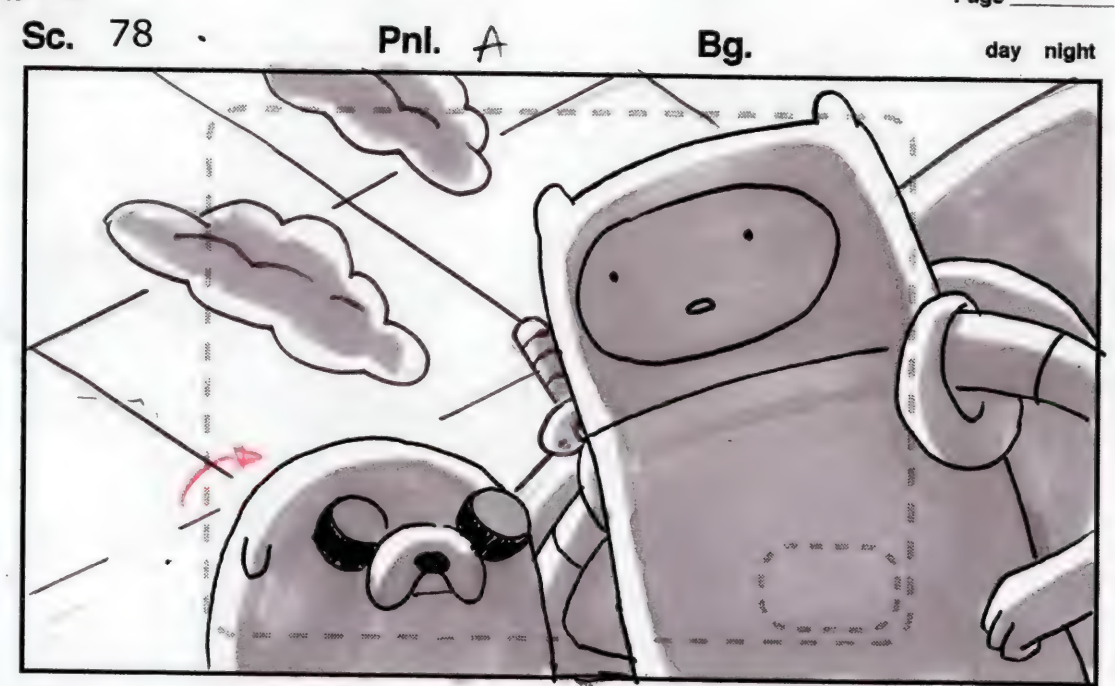
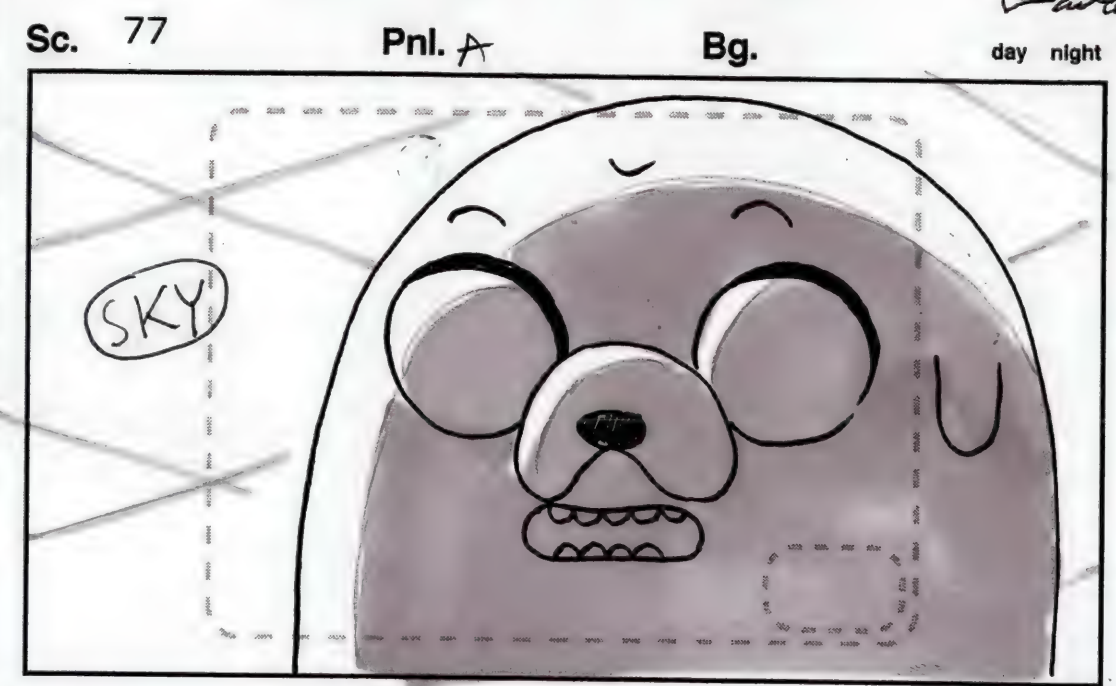
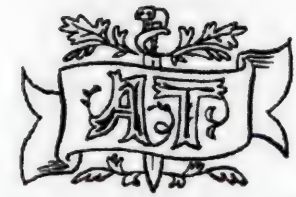
1034/217

1034/217

1034/217

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ADVENTURE TIME



Dialog:	
(J) MAN, WE'VE BEEN DOING THIS FOR HOURS...	(F) you know,...
Action:	
(AI)	(AI)
Timing:	

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EPISODE # 1034-217

Production:

1034/217

1034/217

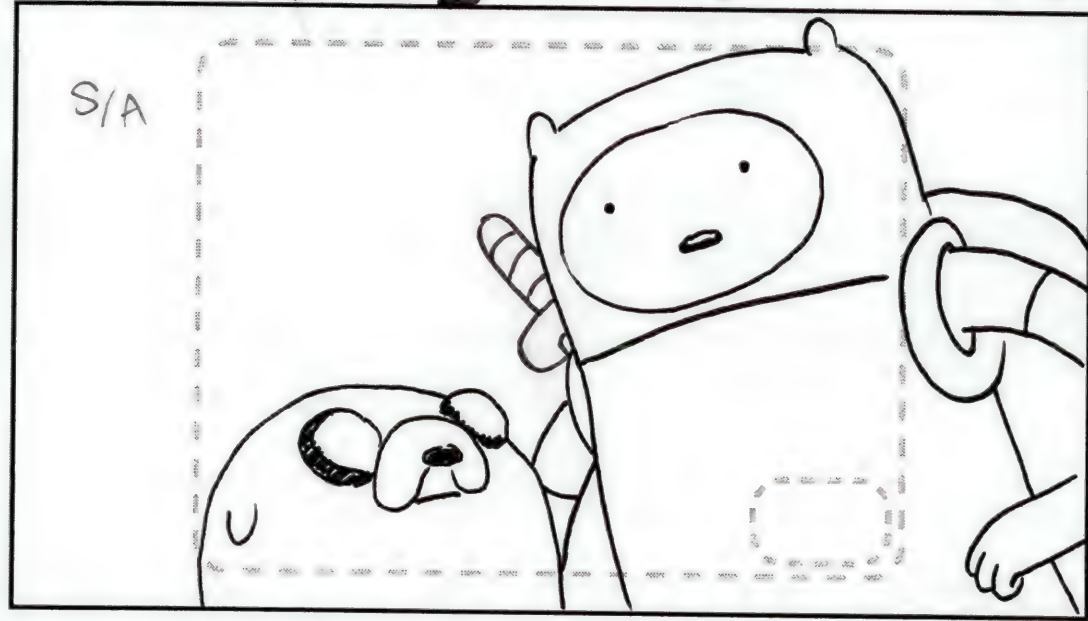
1034/217

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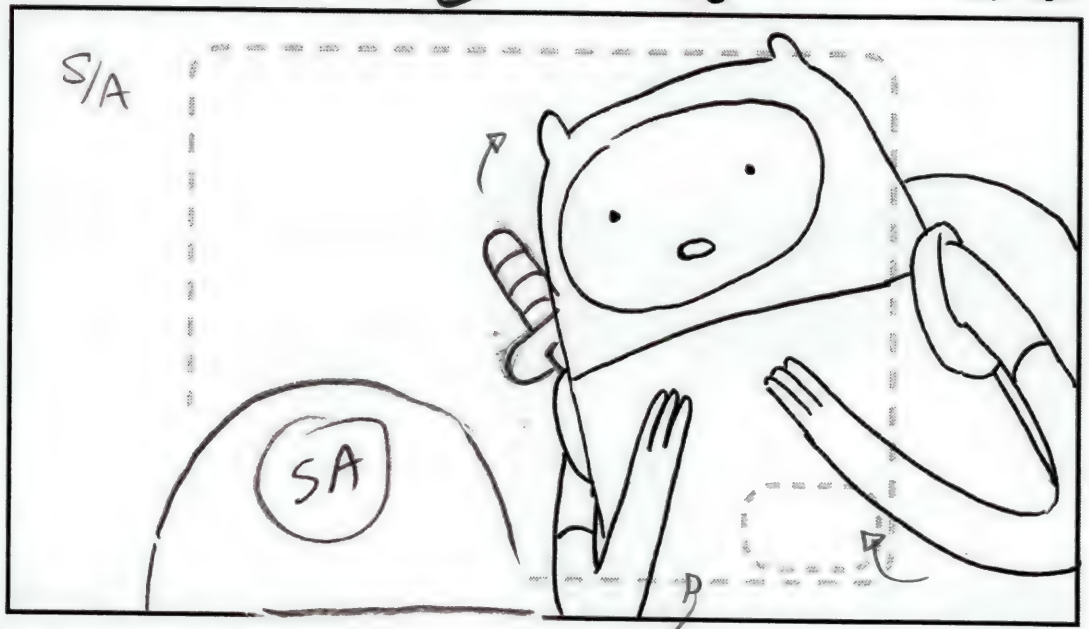
ADVENTURE TIME



Sc. 78 CONT Pnl. B Bg. day night



Sc. 78 CONT Pnl. C Bg. day night



Dialog:	
(F) It's weird that PB wanted us to stake her back	(J) instead of US TAKING HER BACK
Action:	
Timing:	

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EPISODE # 1034-217

Production:

1034/217

1034/217

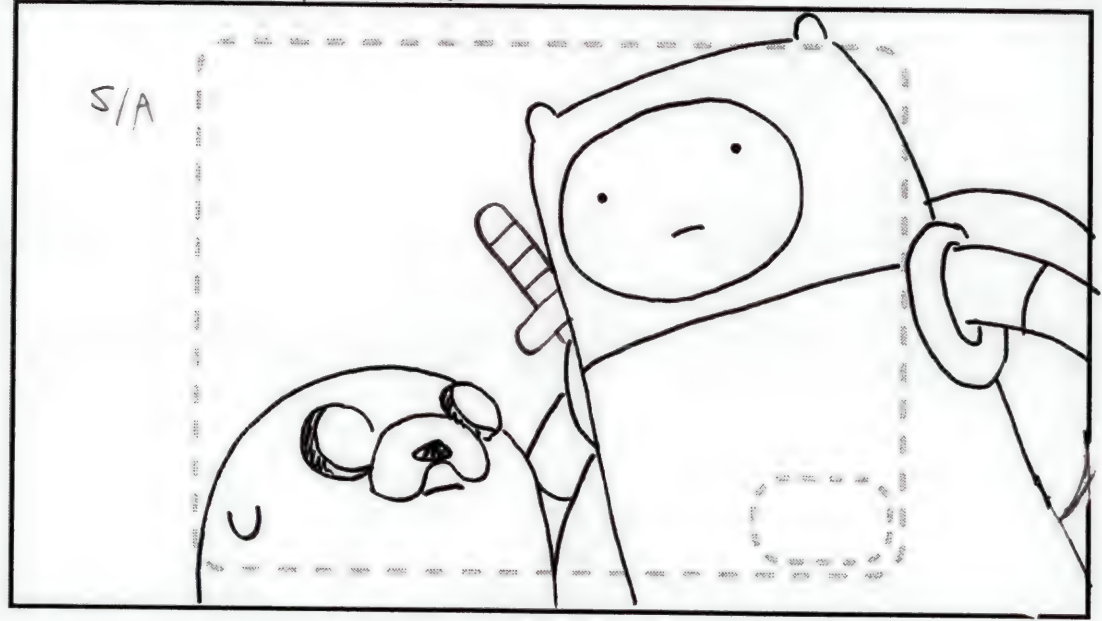
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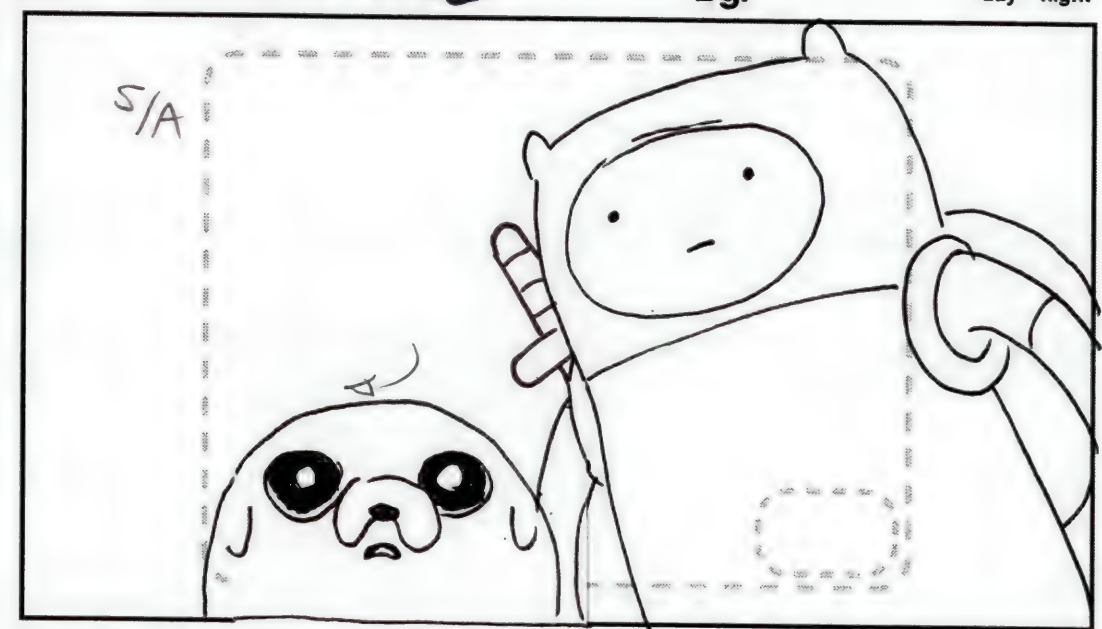
ADVENTURE TIME



Sc. 78 *CONT* Pnl. *D* Bg. day night



Sc. 78 *CONT* Pnl. *E* Bg. day night



Dialog:	
J wait	
Action:	
APR 28 2015	
Timing:	

EPISODE # 1034-217

Production:

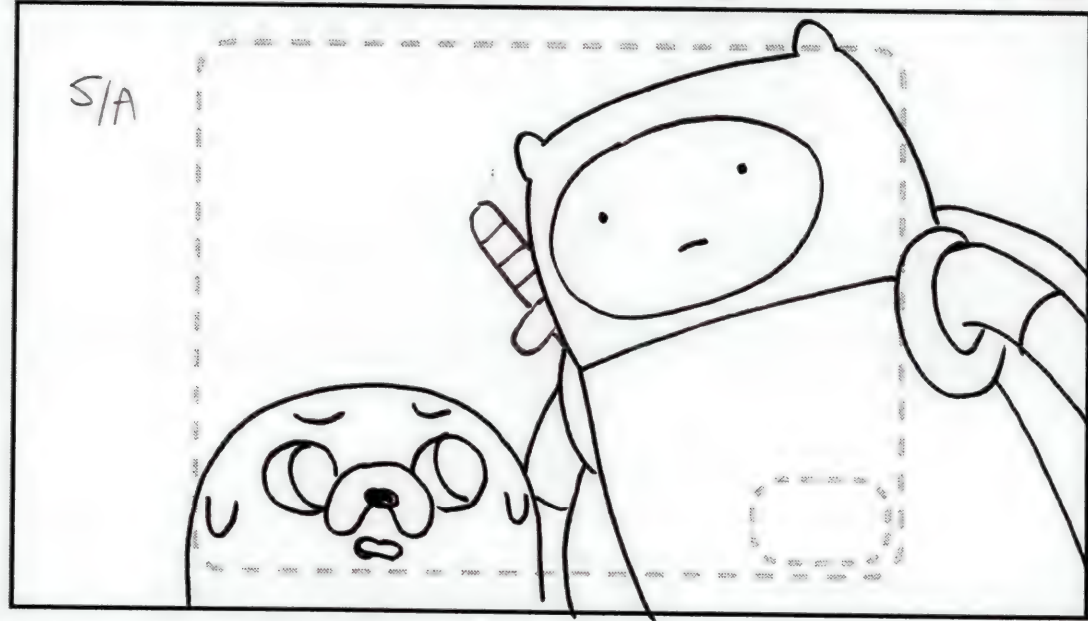
1034/217

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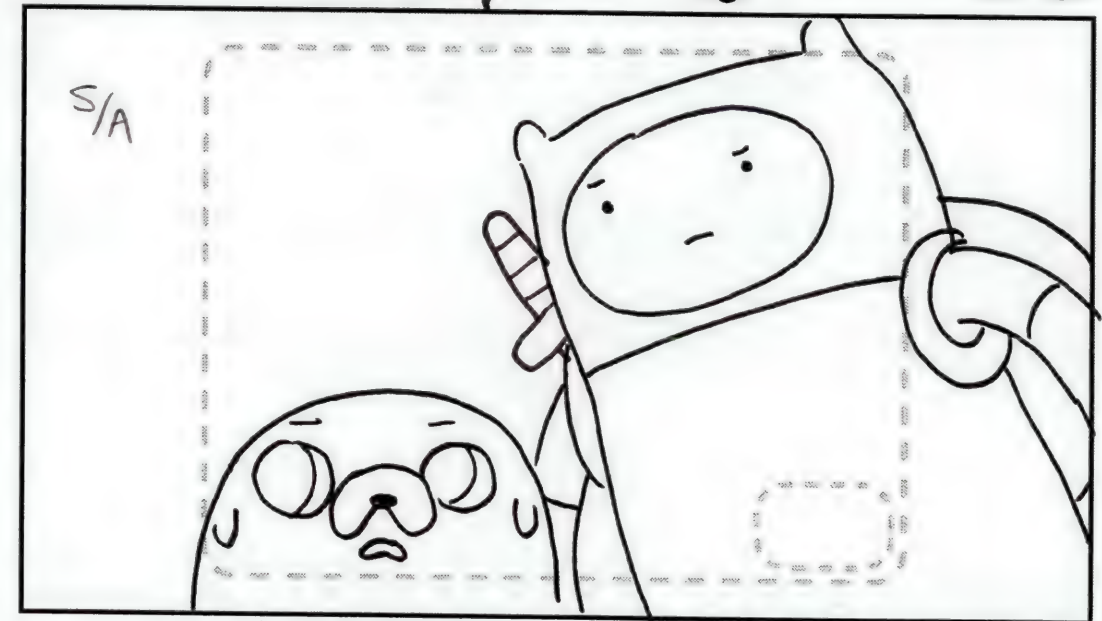
ADVENTURE TIME



Sc. 78 *CONT* Pnl. *F* Bg. day night



Sc. 78 *CONT* Pnl. *G* Bg. day night



Dialog:

① taking ...

① or: staking

Action:

Timing:

APR 28 2011

1034-217

EPISODE #

Production:

1034/217

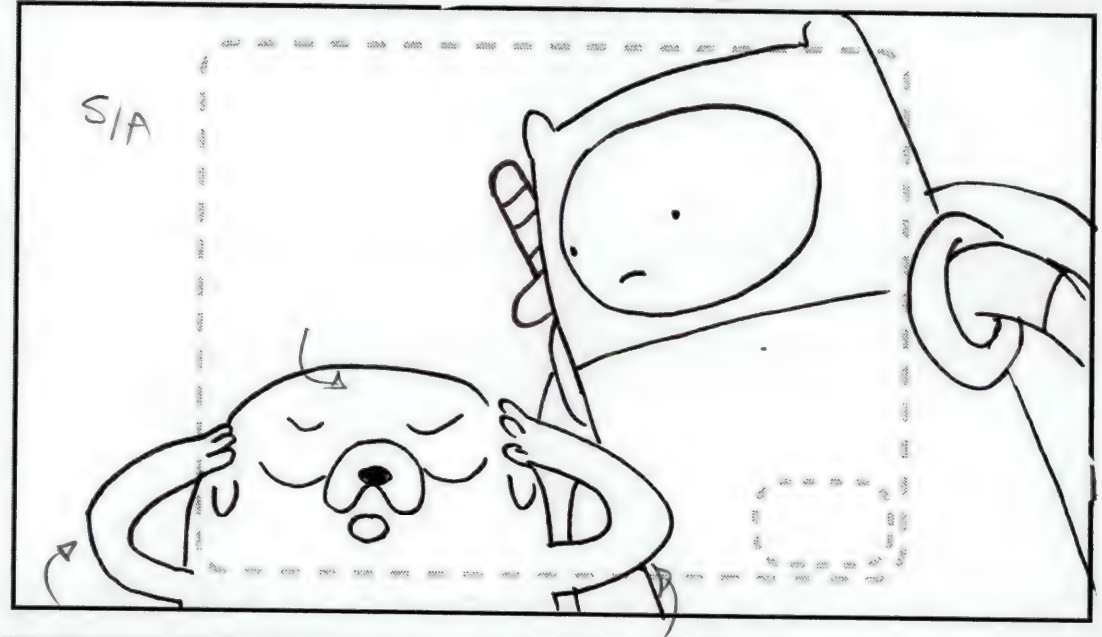
1034/217

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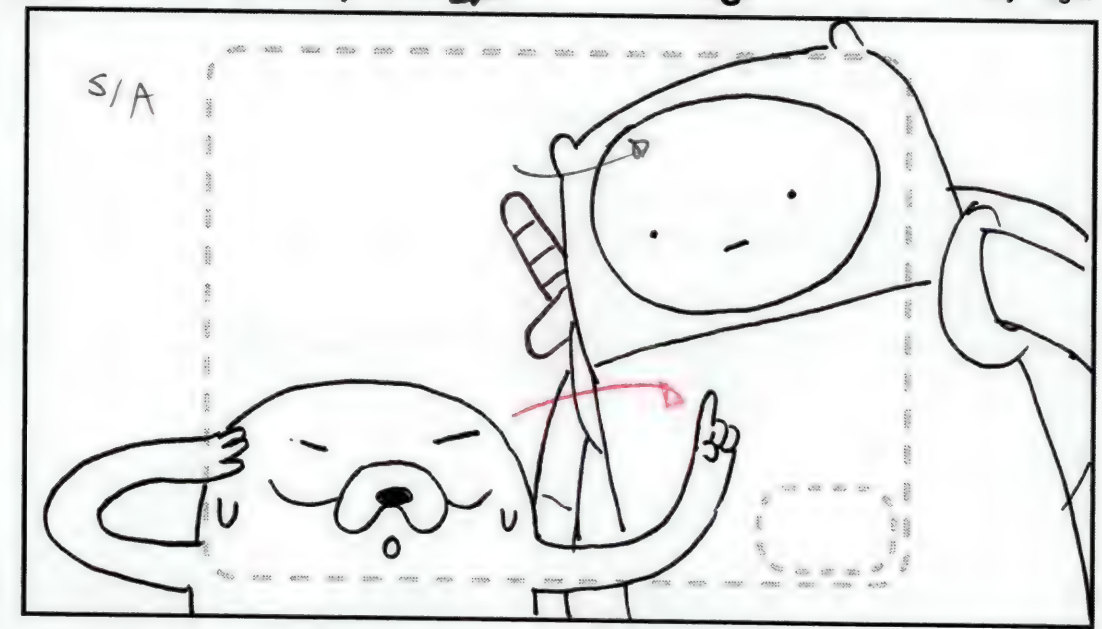
ADVENTURE TIME




Sc. 78 *CONT* Pnl. *H* Bg. day night



Sc. 78 *CONT* Pnl. *I* Bg. day night



Dialog:	(J) she said	(J) "you guys's" —————→ (run , the words 'guys' & 'stake' together)
Action:		
Timing:	 (I) APR 28 2015	

EPISODE # 1034-217

Production:

1034/217

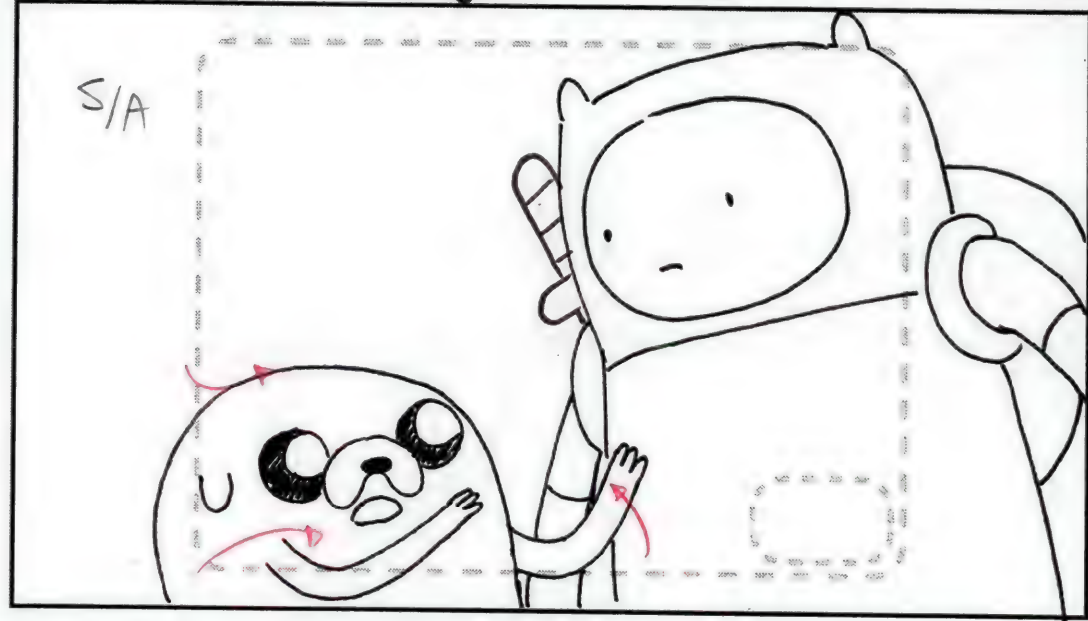
1034/217

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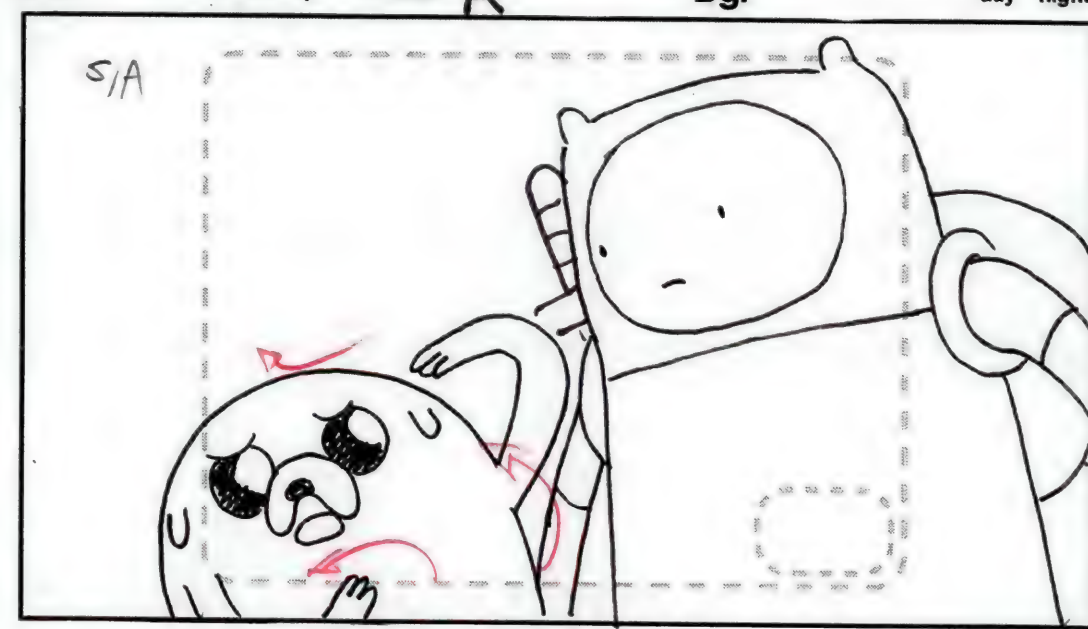
ADVENTURE TIME



Sc. 78 *CONT* Pnl. *J* Bg. day night



Sc. 78 *CONT* Pnl. *K* Bg. day night



Dialog:

① "sztake"

① "her back"

Action:

- J. GESTURES AT HIS BACK.

APR 28 2015

Timing:

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Production:

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1034/217

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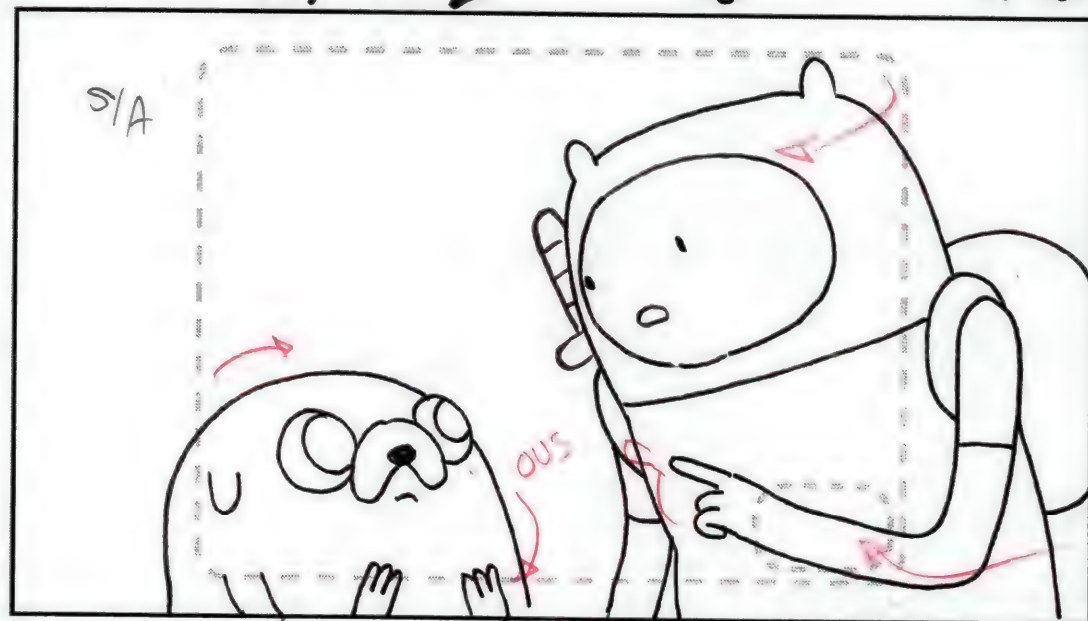
ADVENTURE TIME



Sc. 78 *CONT* Pnl. *L*

Bg.

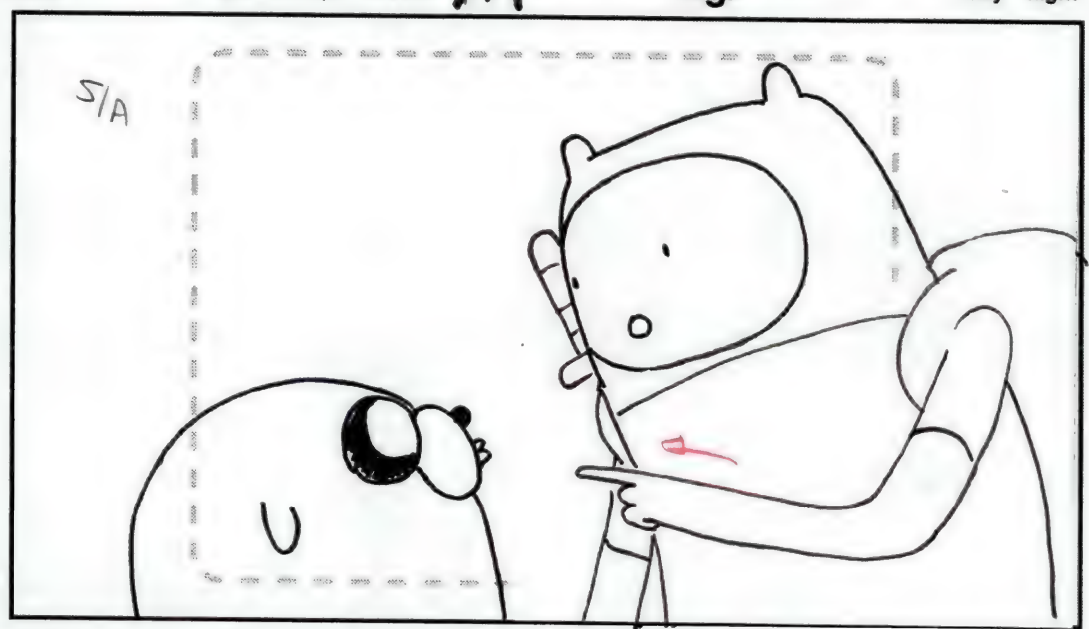
day night



Sc. 78 *CONT* Pnl. *M*

Bg.

day night



Dialog:	
ⓕ NO, <u>yeah</u> ! she said	ⓕ "you guys"
Action:	
APR 28 2015	
Timing:	

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EPISODE #

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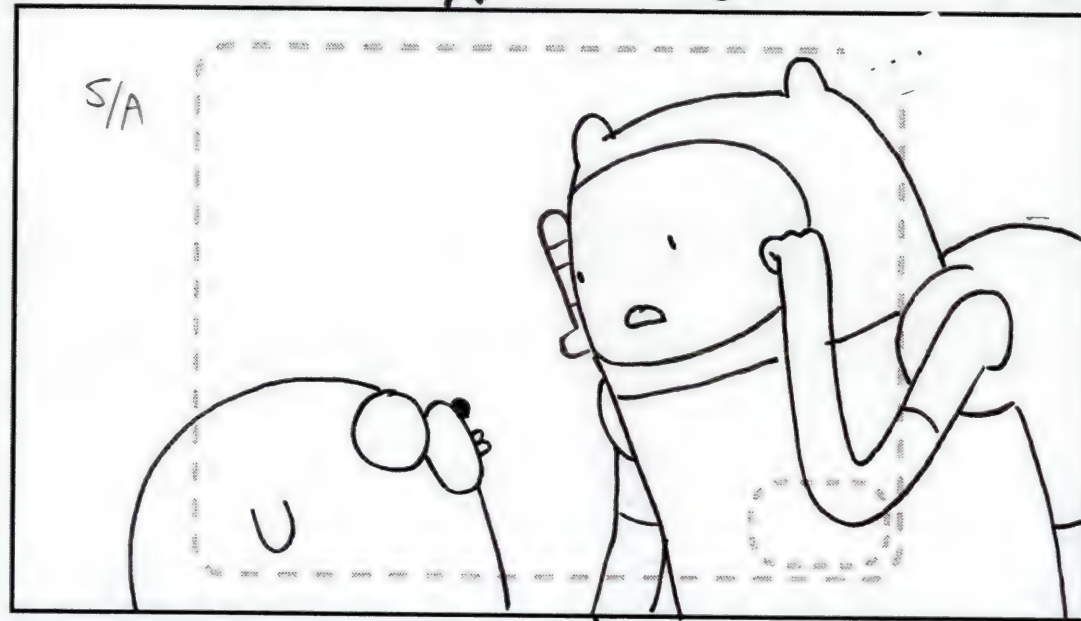
Production:

ADVENTURE TIME

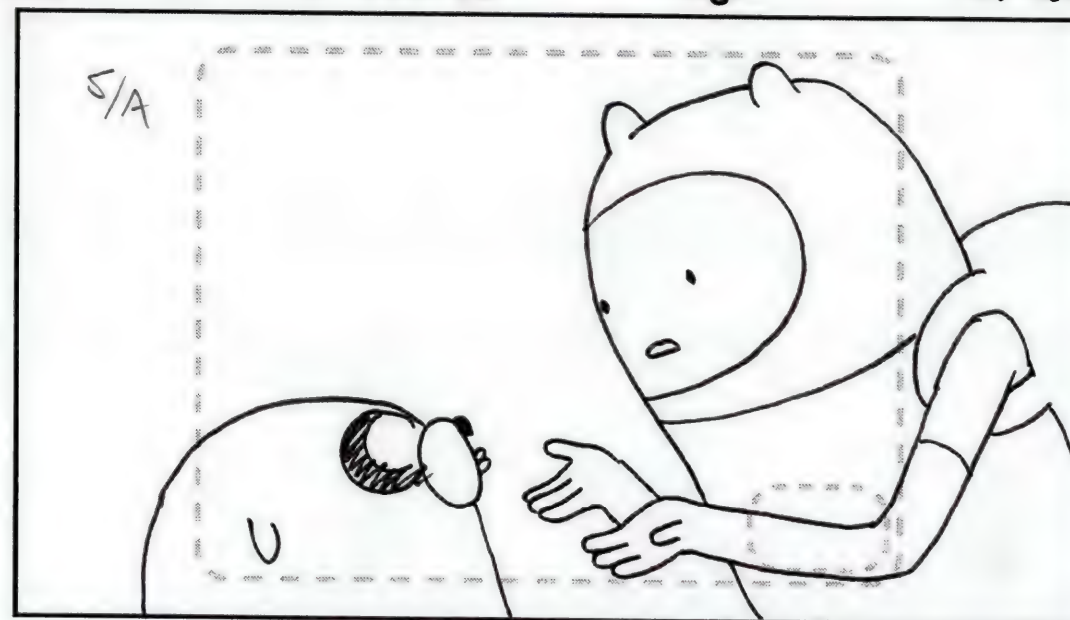


Page 118

Sc. 78 *CONT* Pnl. *N* Bg. day night



Sc. 78 *CONT* Pnl. *O* Bg. day night



Dialog:

(F) take

Action:

(NL)

Timing:



(F) her

APR 28 2015

EPISODE # 1034-217

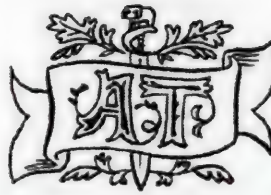
Production:

1034/217

1034/217

1034/217

ADVENTURE TIME

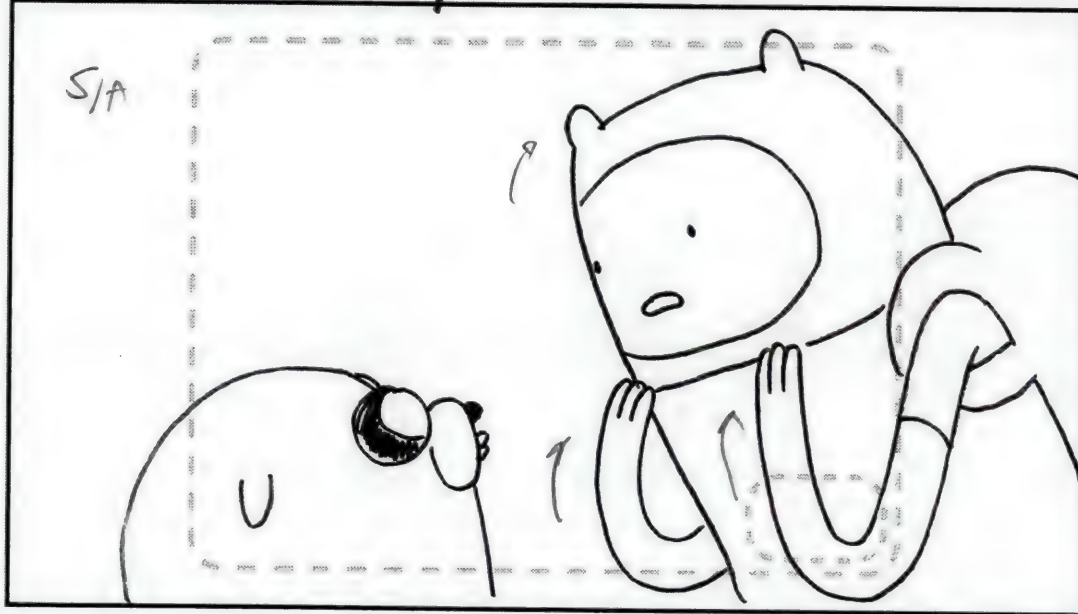


Page 119

Sc. 78 *CONT* Pnl. *P*

Bg.

day night

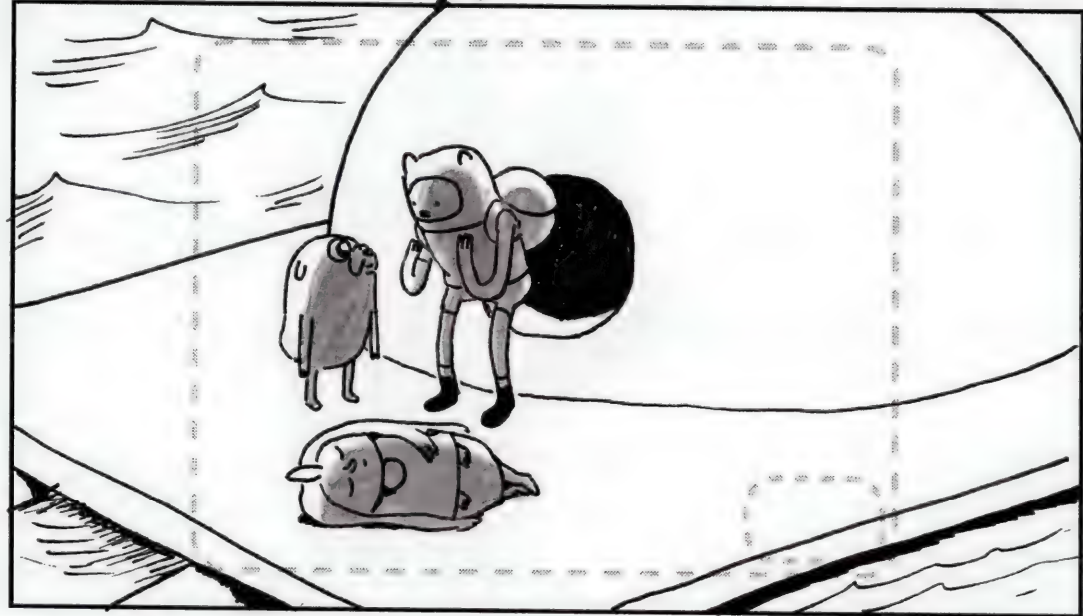


Sc. 79

Pnl. *A*

Bg.

day night



Dialog:

(F) Back

Action:

- FINN MAKES A 'COME HERE' MOTION.

Timing:

APR 28 2015

EPISODE # 1034-217

Production:

1034/217

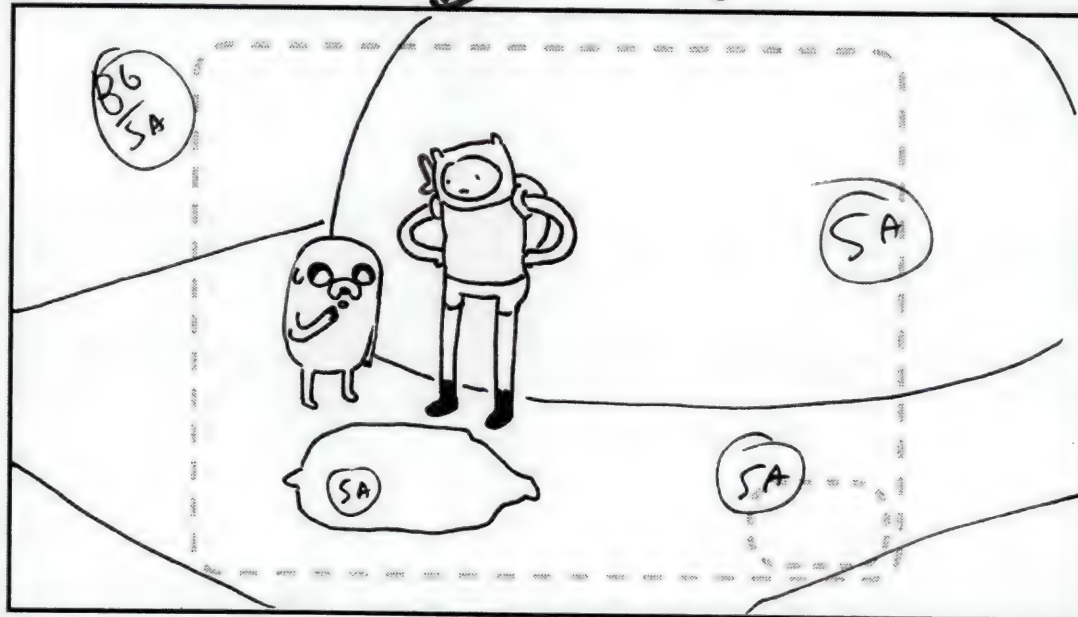
1034/217

ADVENTURE TIME

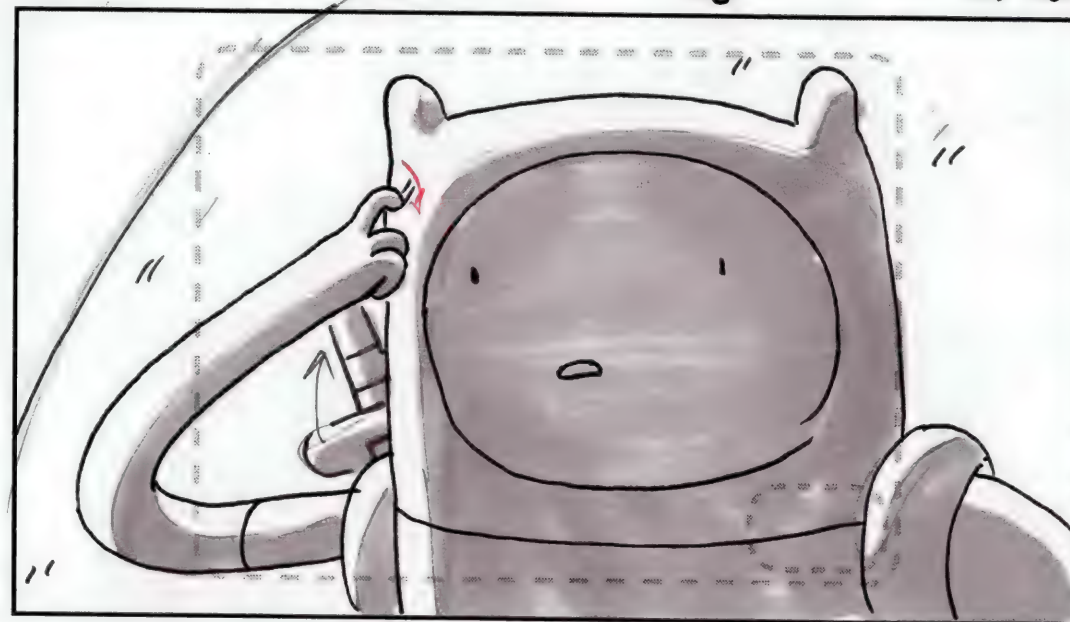


Page 120

Sc. 79 *CONT* Pnl. *B* Bg. day night



Sc. 80 Pnl. A Bg. day night



Dialog:

J so which one should we do? *F* Both, I guess.

APR 28 2015

Action:

Timing:



EPISODE # 1034-217

Production:

1034/217

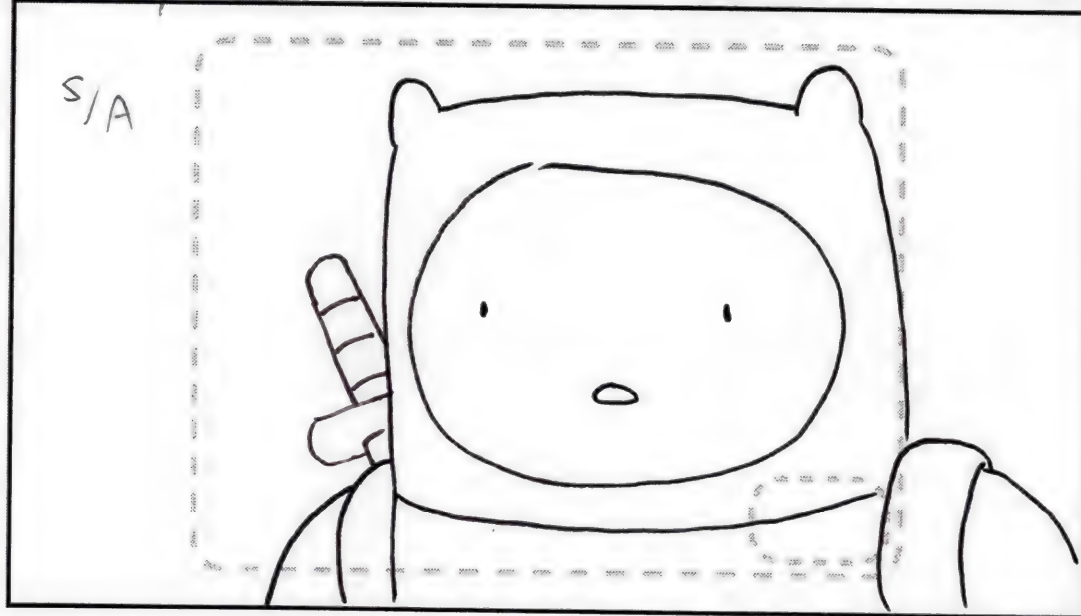
1034/217

1034/217

ADVENTURE TIME

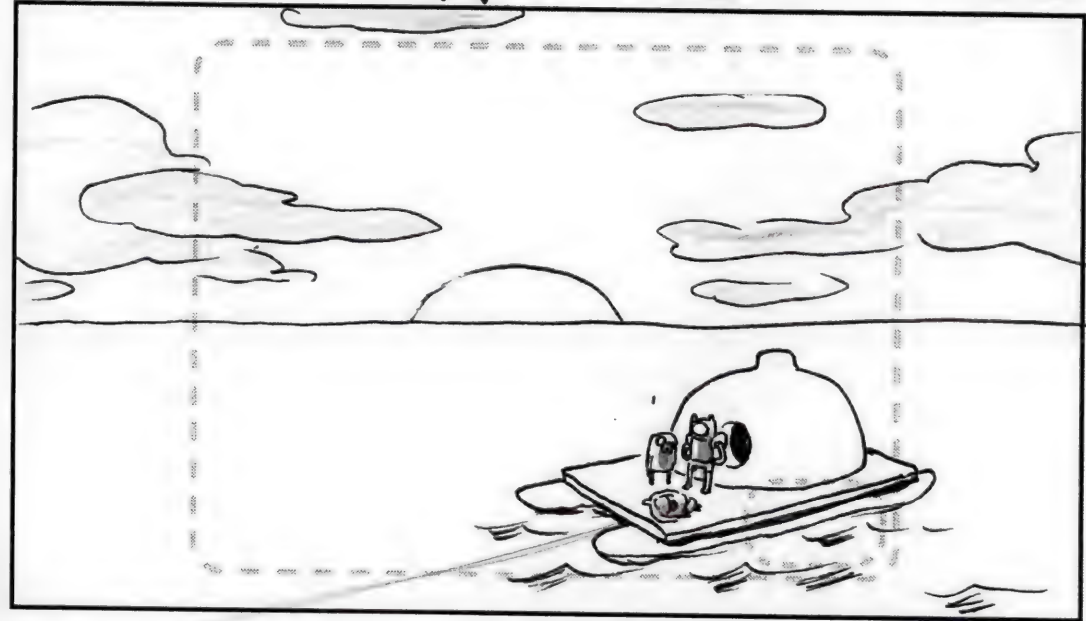


Sc. 80 *CONT* Pnl. B Bg.



Sc. 81

Pnl. *A* Bg.



Dialog:

(F) But we'd better hurry
before she wakes up at sun-down.

Action:

- F + J TURN
TO LOOK AT SUN'S
POSITION



(A)

APR 28 2015

Timing:

EPISODE # 1034-217

Production:

1034/217

1034/217

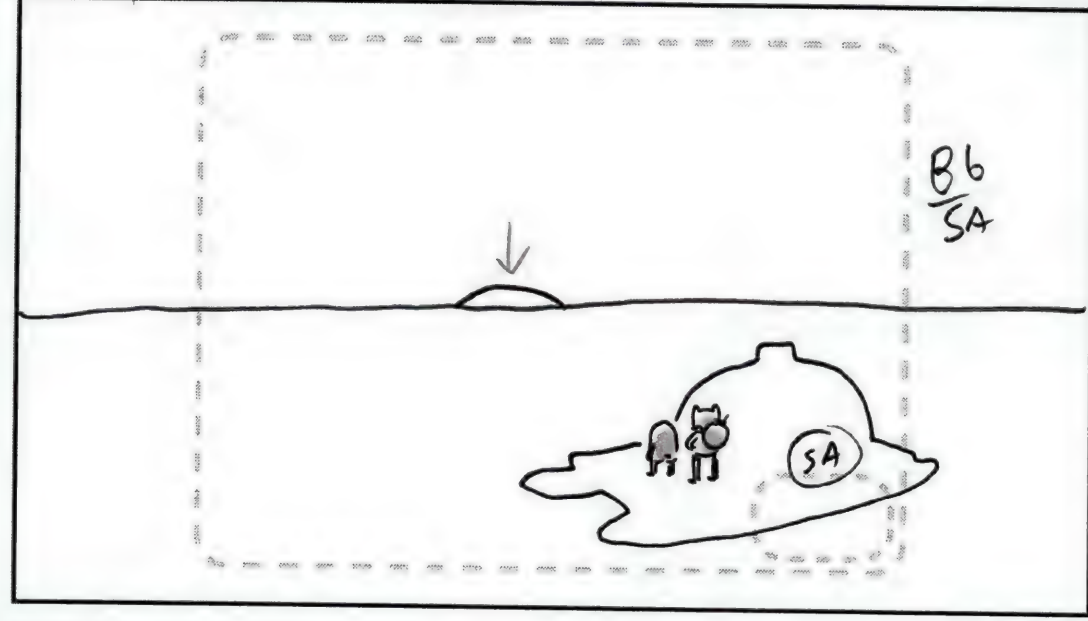
1034/217

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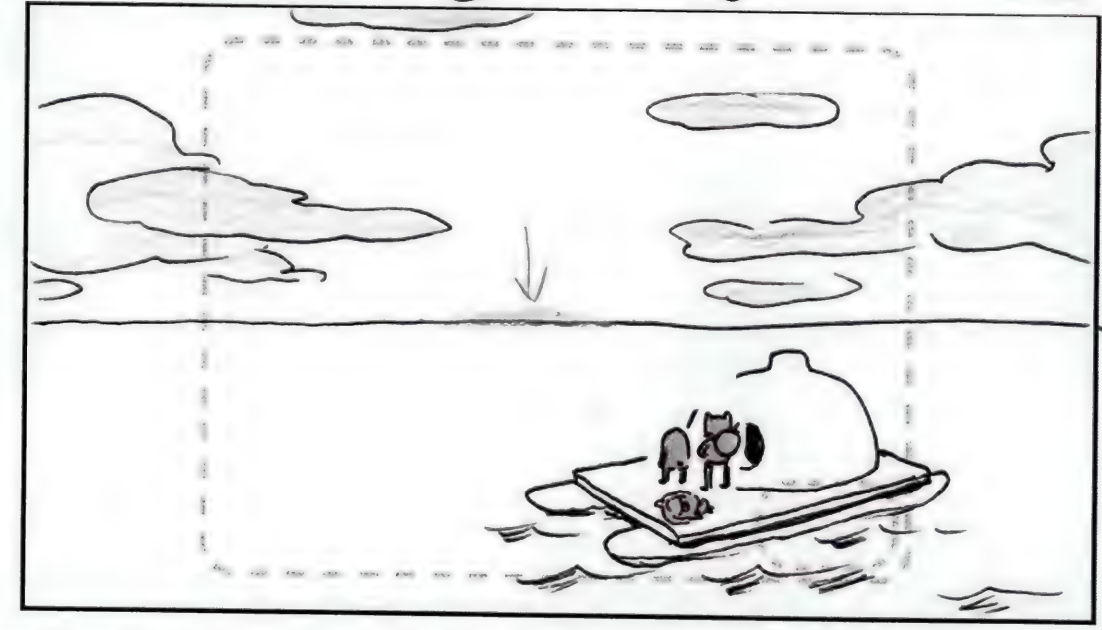
ADVENTURE TIME



Sc. 81 *CONT* Pnl. *B* Bg. day night



Sc. 81 *CONT* Pnl. *C* Bg. day night



Dialog:	
① woops.	(sf x) * flappa flappa flappa *
Action:	
- sun quickly dips toward horizon	- sun sets completely
Timing:	

NOON'S FOREHEAD LEAF FLAPS

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Production:

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1034/217

ADVENTURE TIME



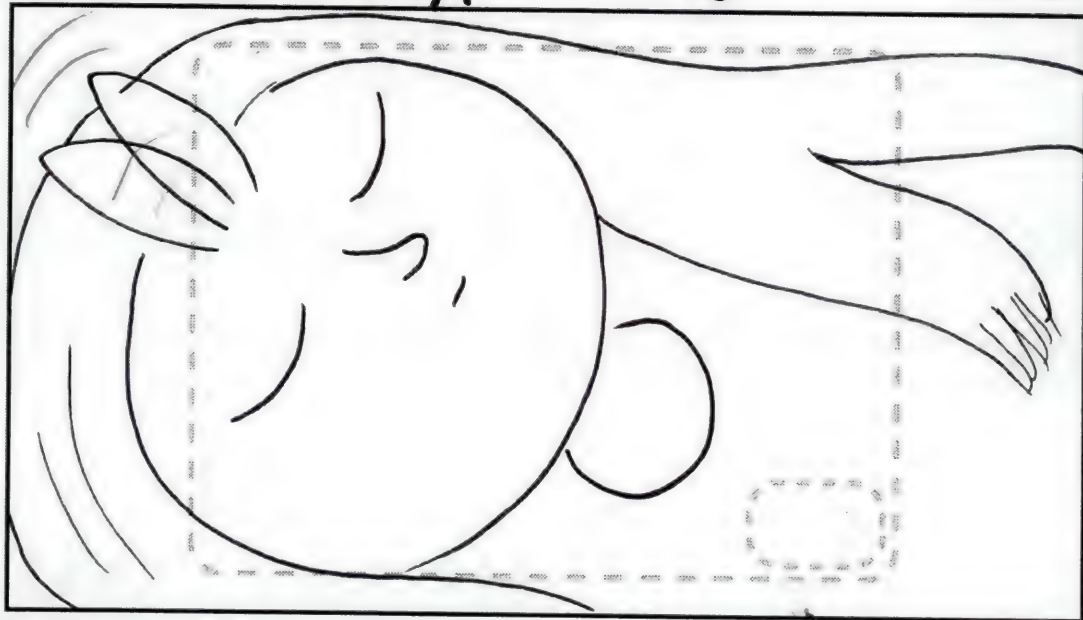
Page 123

Sc. 82

Pnl. **A**

Bg.

day night

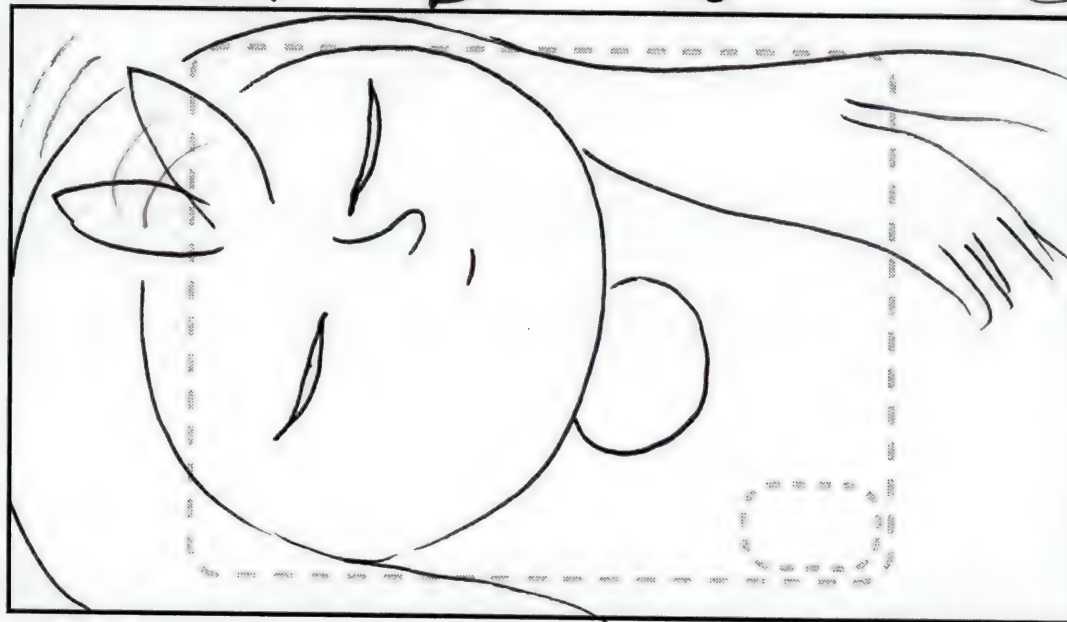


Sc. 82 **CONT**

Pnl. **B**

Bg.

day night



Dialog:

(SFX) flappa flappa flappa ~~~~~> Cont

Action:

- moon's forehead leaf flapping back and forth

- moon's eyes begin to open

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Timing:

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Production:

1034/217

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ADVENTURE TIME

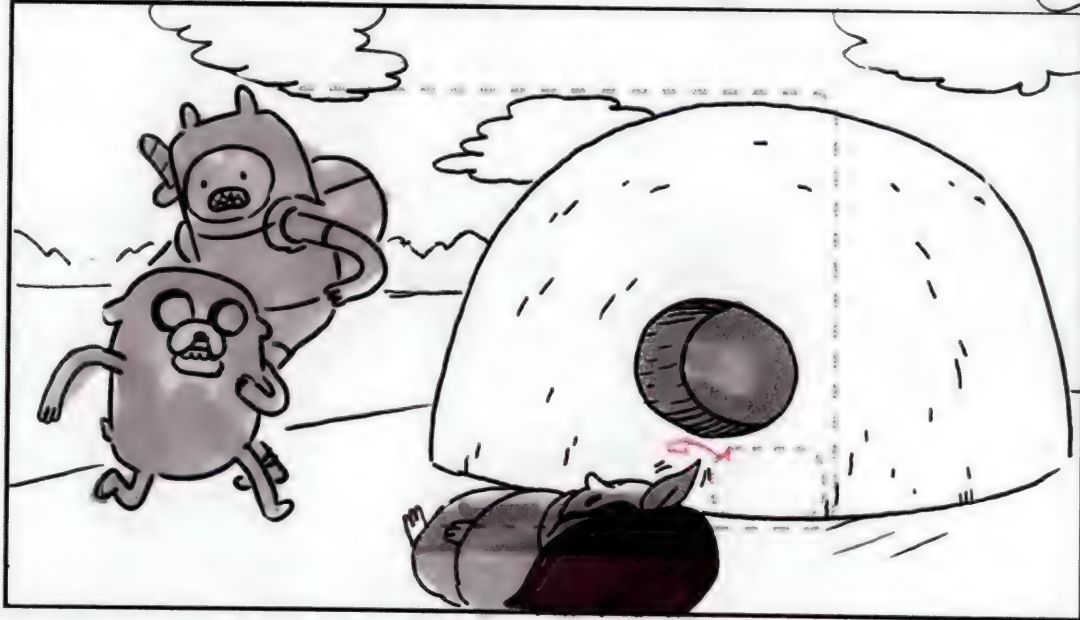


Sc. 83

Pnl. A

Bg.

day night

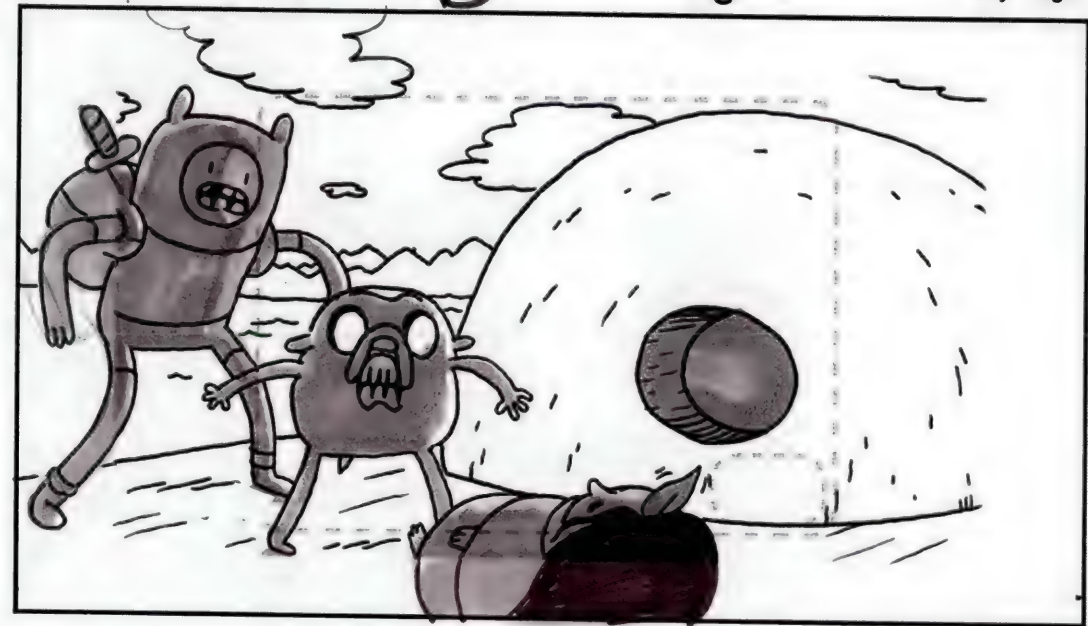


Sc. 83 CONT

Pnl. B

Bg.

day night

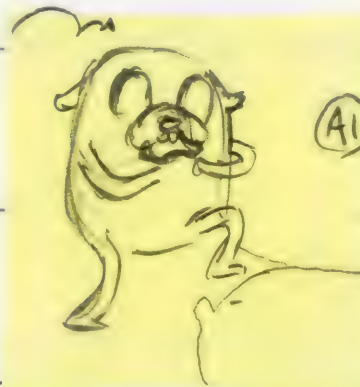


Dialog:

↓: [NERVOUS NOISES]

Action:

- JAKE NERVOUSLY RUNS IN PLACE - FINN TURNS



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1034/217

Production:

1034/217

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ADVENTURE TIME



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Sc. 83 *CONT* Pnl. *C*

Bg.

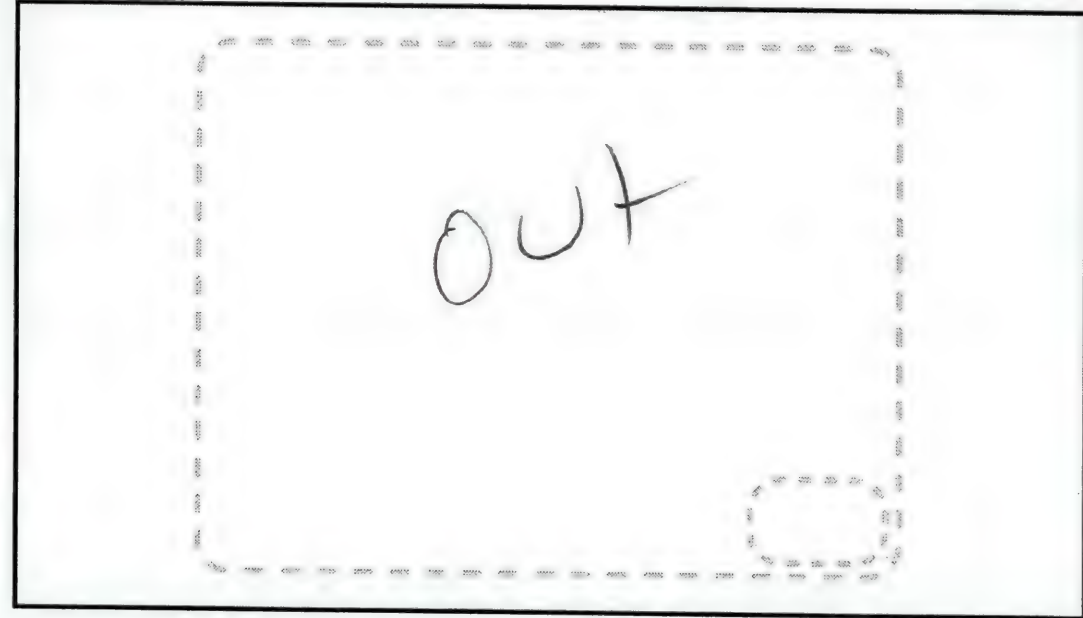
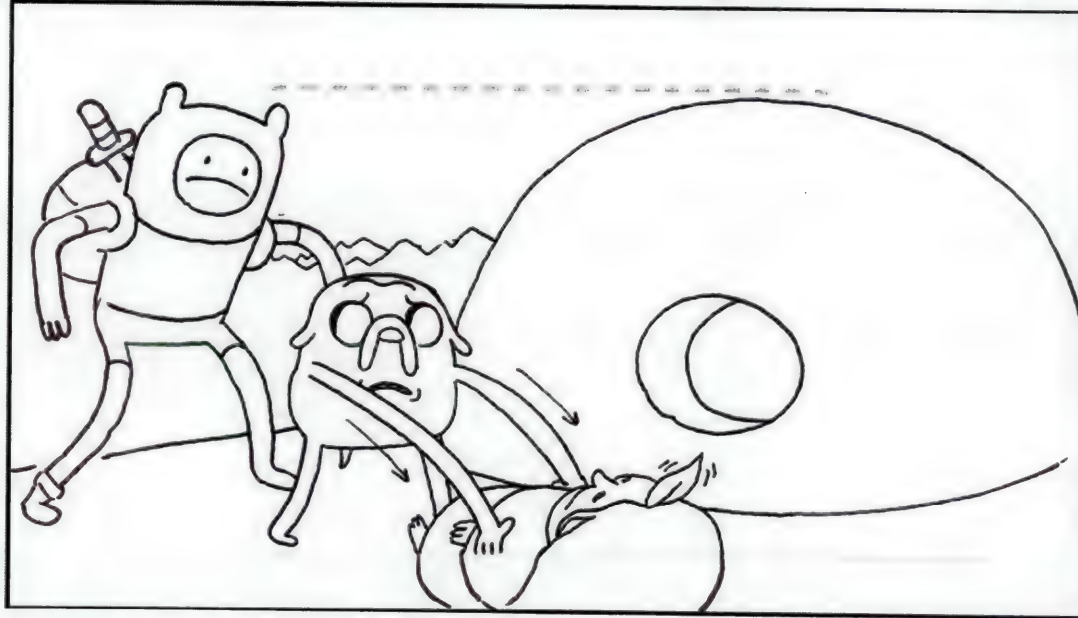
day night

Sc.

Pnl.

Bg.

day night



Dialog:

① Get her back IN the Vase!

Action:

Timing:

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EPISODE #

1034/217

Production:

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ADVENTURE TIME

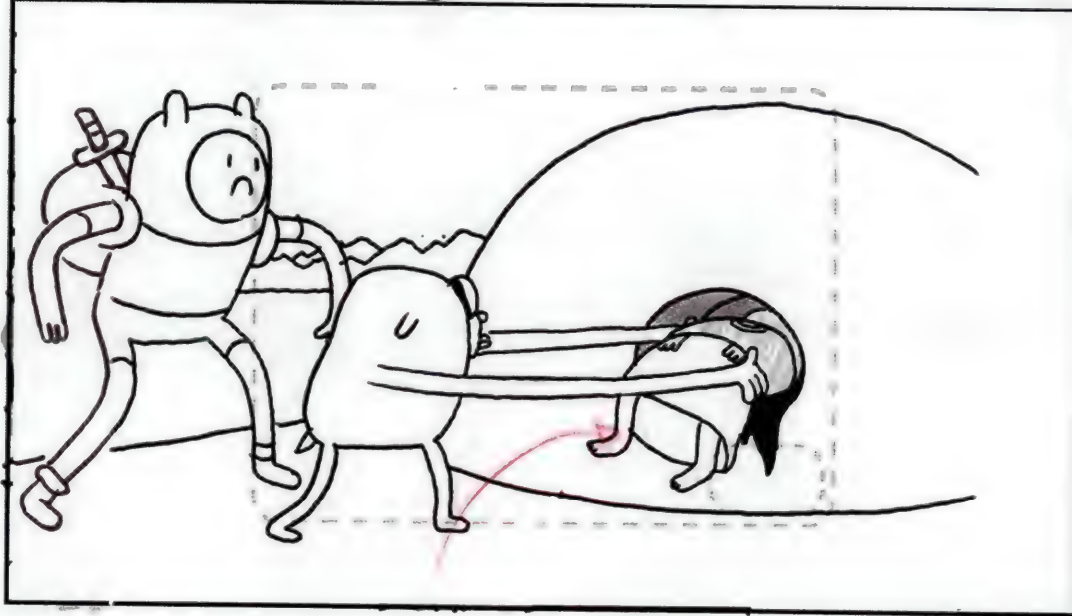


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Sc. 83 *CONT* Pnl. *D*

Bg.

day night

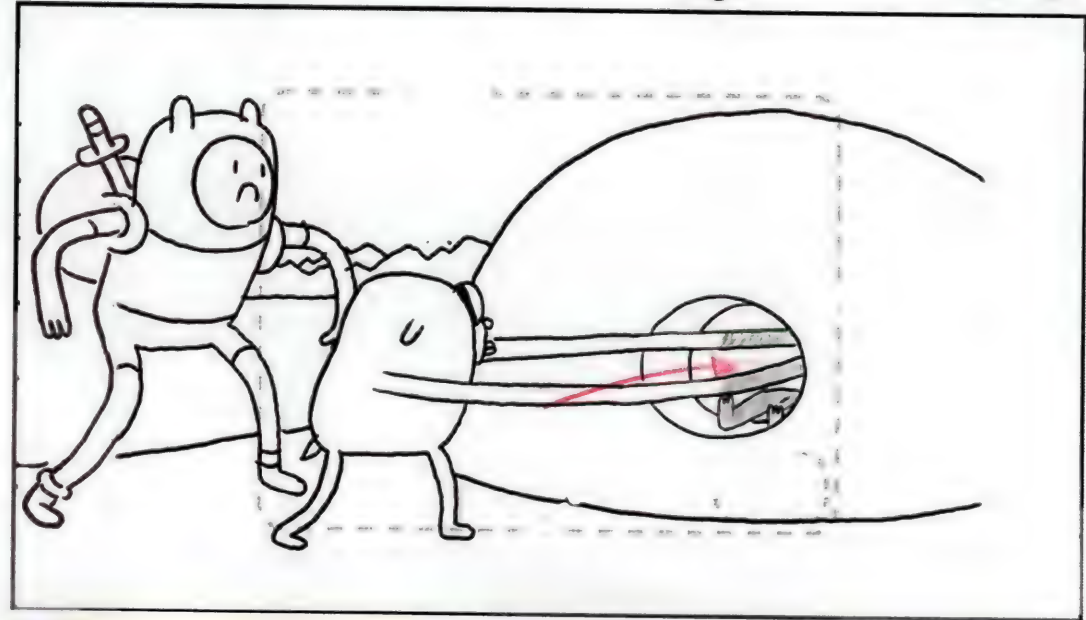


Sc. 83 *CONT*

Pnl. *E*

Bg.

day night



Dialog:

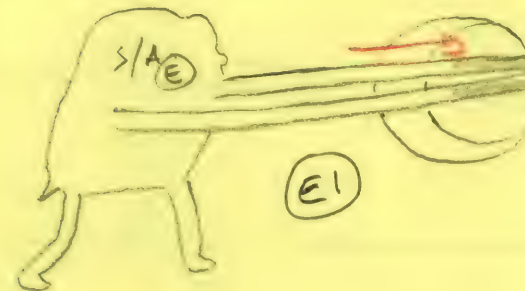
SFX: FLAPPA FLAPPA FLAPPA

Action:

- Moon's leaf is still flipping
- LAST LIGHT DYING.

Timing:

- J. GRABS THE MOON.



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EPISODE #

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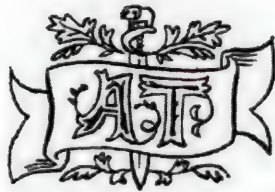
Production:

1034/217

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
84	A			

Dialog:
Action: <p>- MOON IS CARRIED ON/5.</p>
Timing:

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EPISODE # 1034-217

Production:

1034/217

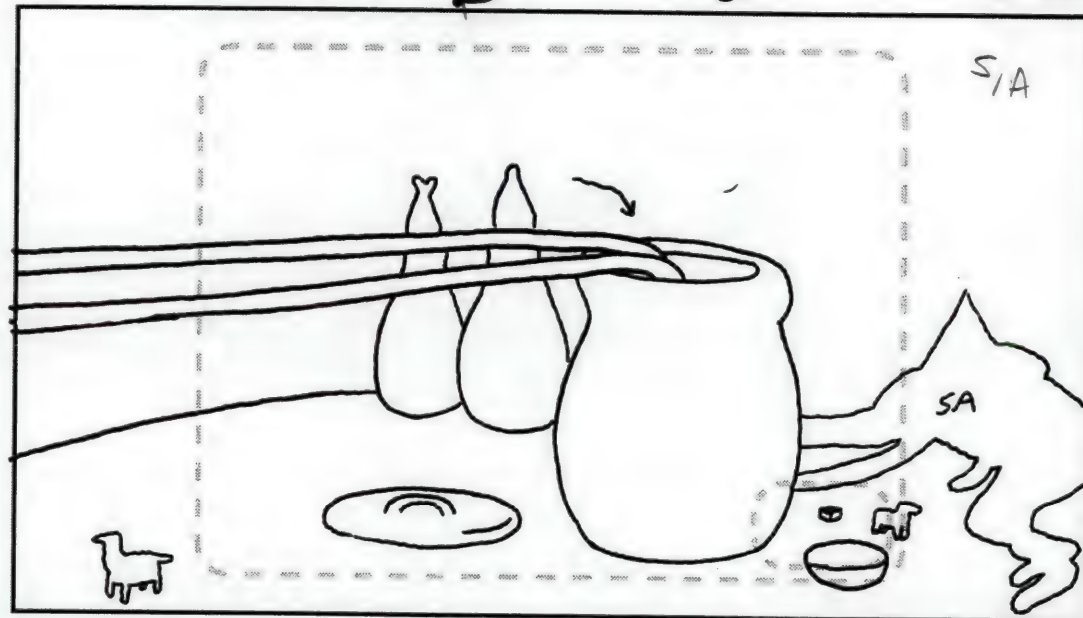
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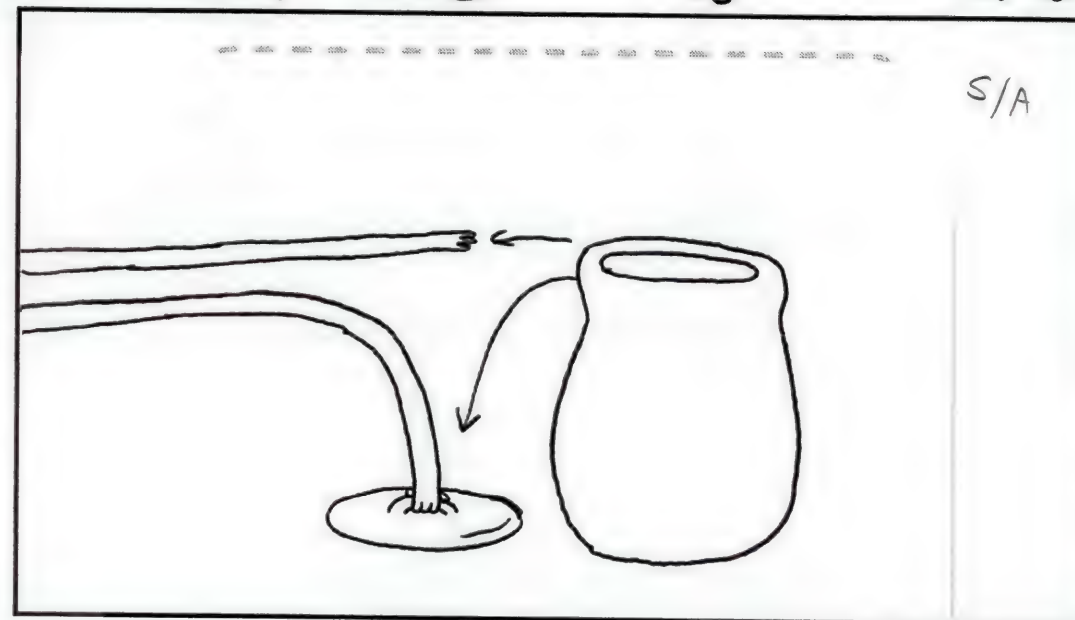
ADVENTURE TIME



Sc. 84 *CONT* Pnl. *B* Bg. day night



Sc. 84 *CONT* Pnl. *C* Bg. day night Page 128

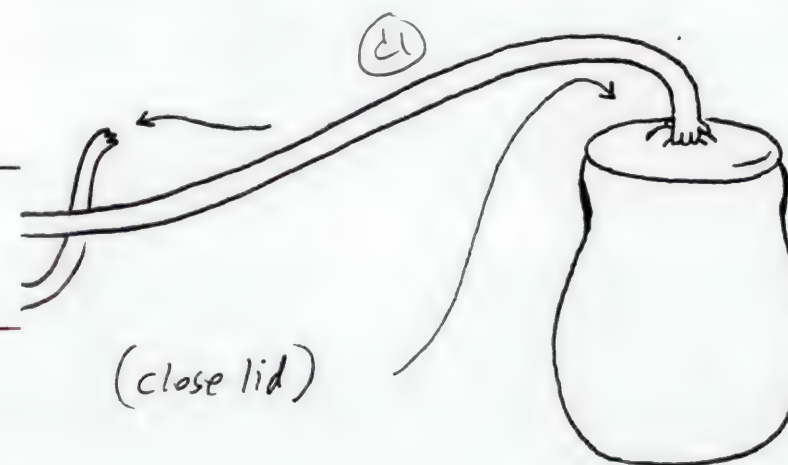
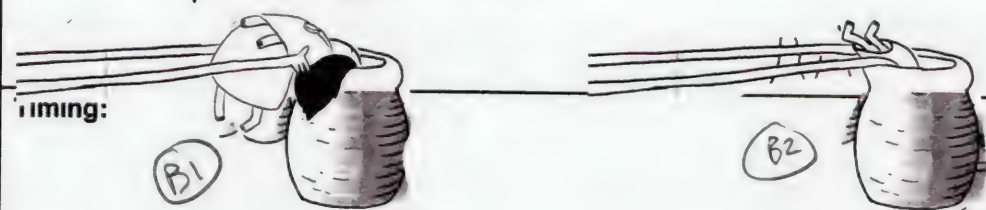


Dialog:

sfx / SHWIP! :

Action:

puts moon in vase



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Production:

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ADVENTURE TIME



Page 129

Sc. 84 *CONT* Pnl. *D*

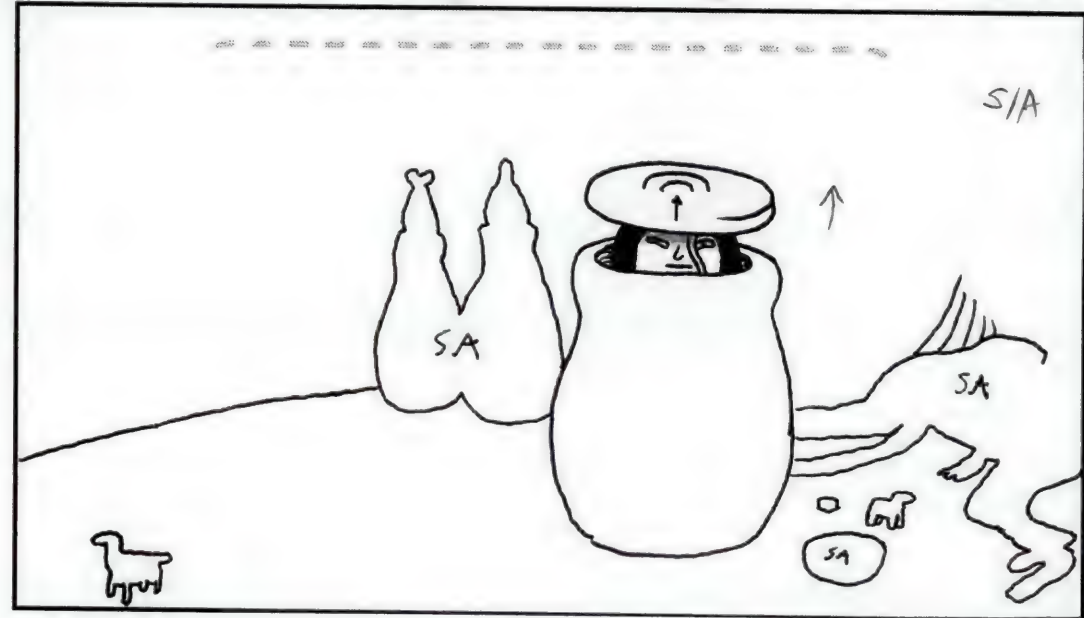
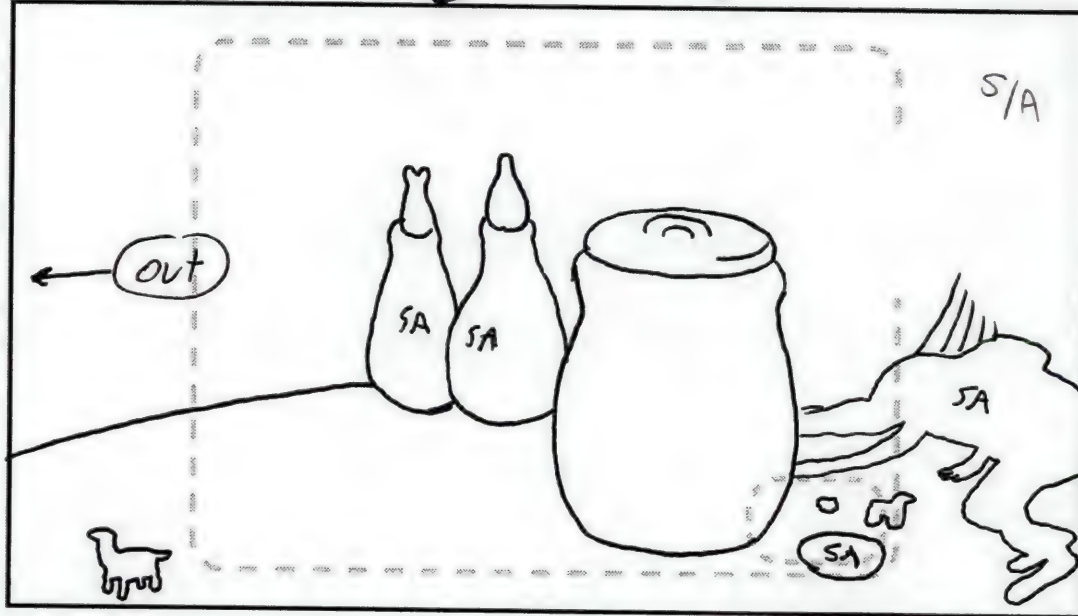
Bg.

day night

Sc. 84 *CONT* Pnl. *E*

Bg.

day night



Dialog:

Action:

Jake retracts hands O.S.

- The moon slowly emerges from vase

APR 28 2015

Timing:

EPISODE # 1034-217

Production:

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ADVENTURE TIME



Page 130

Sc. 85 Pnl. *A* Bg. day night



Sc. 85 *CONT* Pnl. *B* Bg. day night



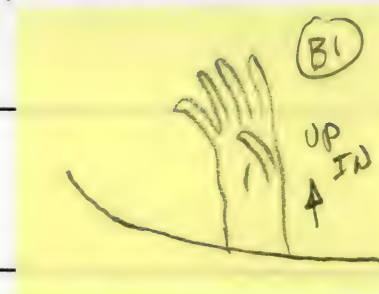
Dialog:

The MOON/::HISS::

Action:

-THE MOON slowly rising

Timing:



APR 28 2015

EPISODE # 1034-217

Production:

1034/217

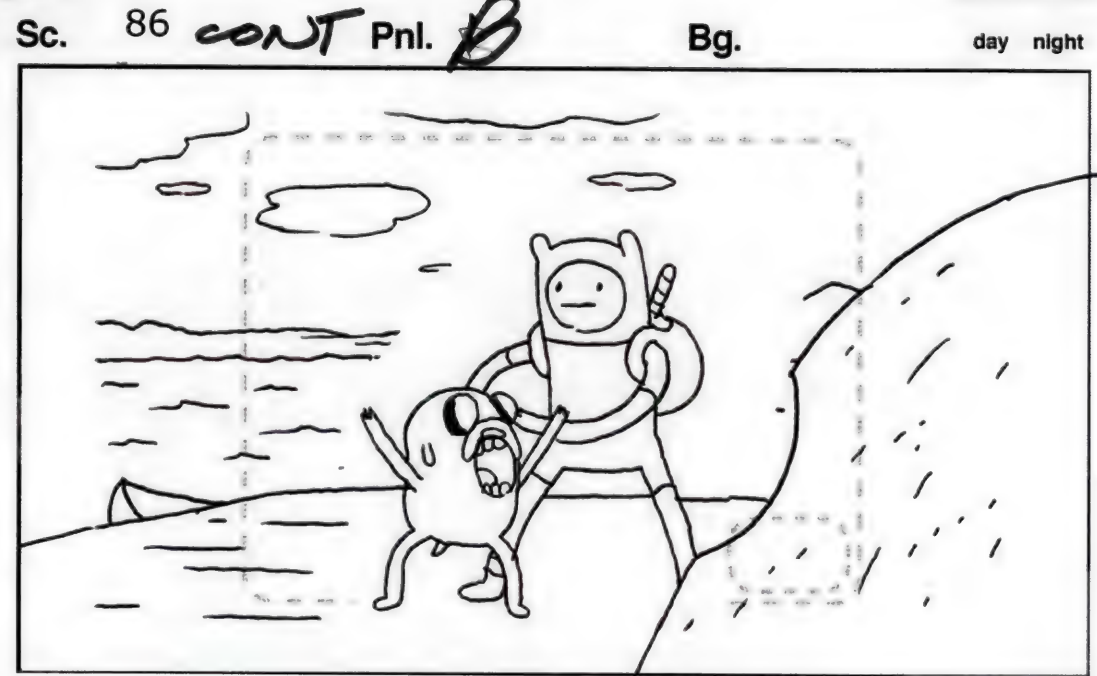
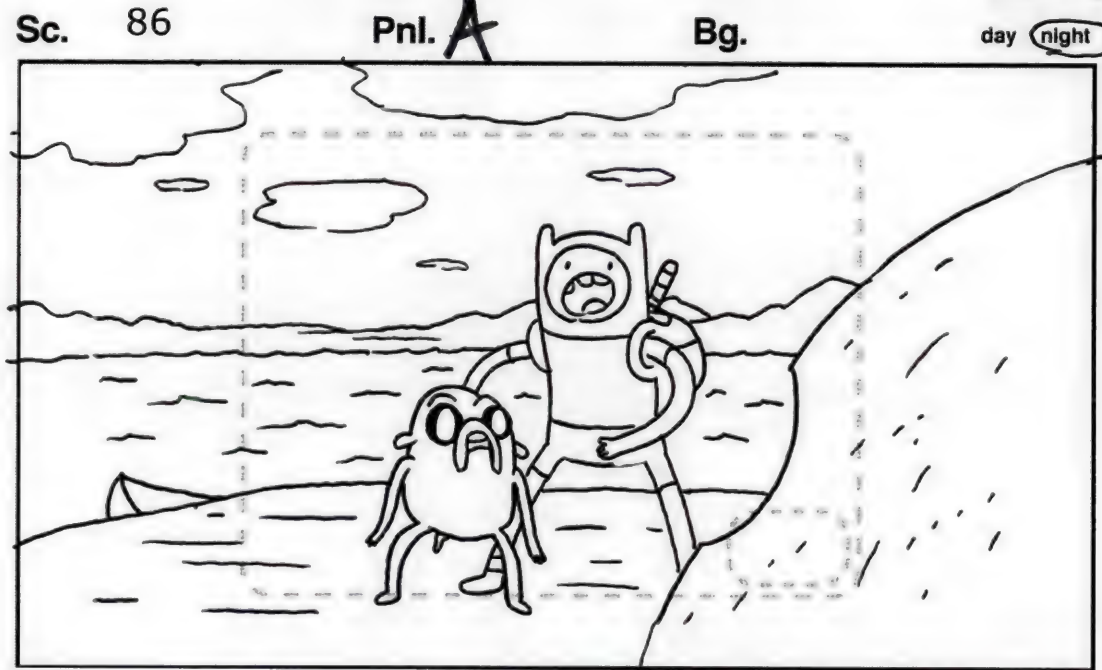
1034/217

1034/217

ADVENTURE TIME



Page 131



Dialog: Finn/ come get us BLOOD BUCKET!

Jake/ WHAT?!

Action:

Timing:



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EPISODE #

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Production:

1034/217

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1034/217

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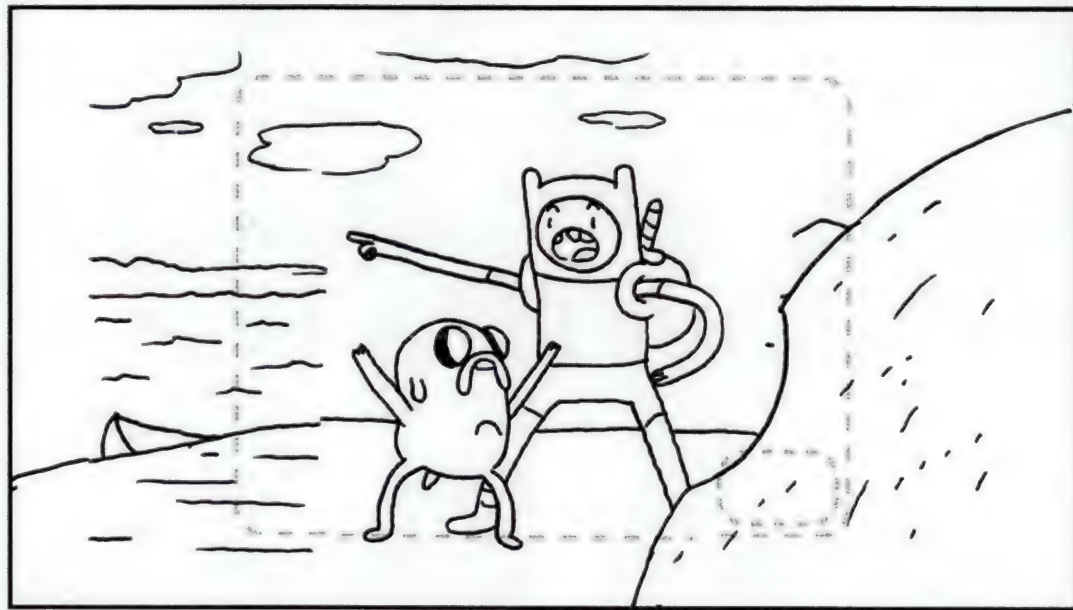


Page 132

Sc. 86 *CONT* Pnl. *C*

Bg.

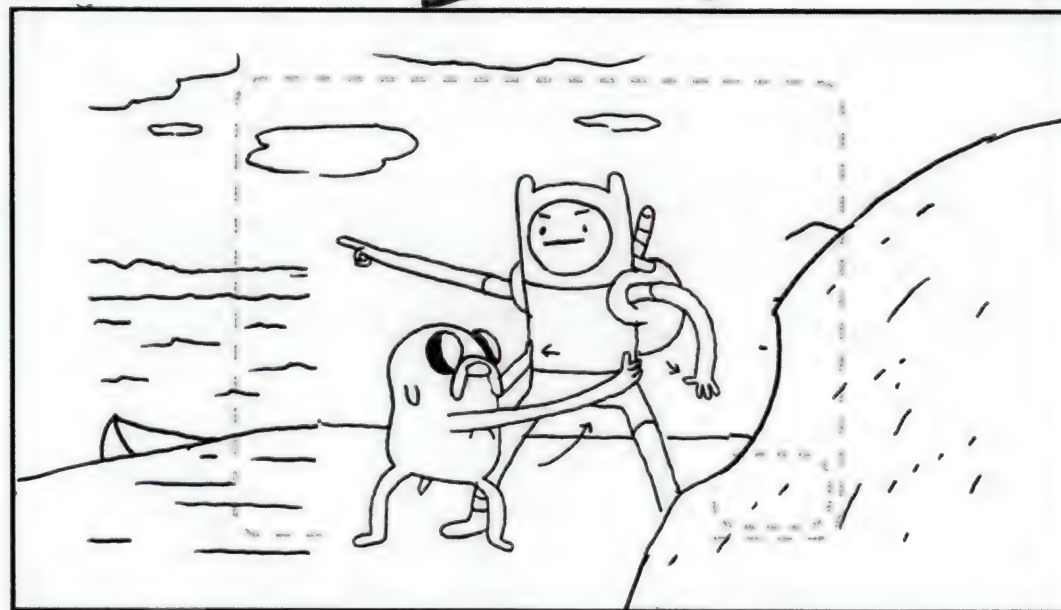
day night



Sc. 86 *CONT* Pnl. *D*

Bg.

day night



Dialog: *Finn! RUN!!*

Action:

J GRABS FINN.

APR 28 2013

Timing:

EPISODE # 1034-217

Production:

1034/217

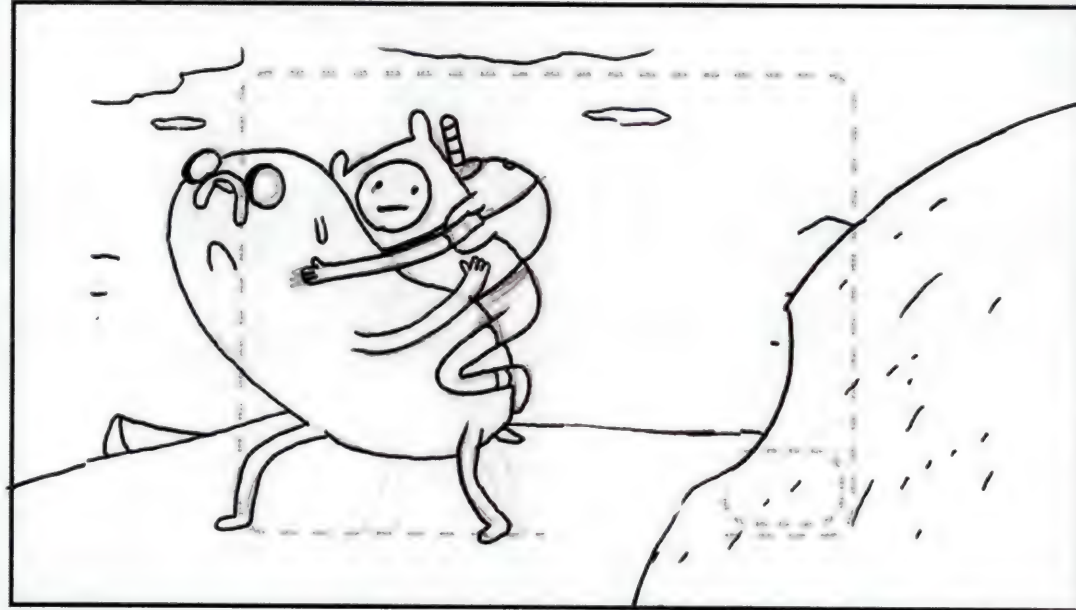
1034/217

ADVENTURE TIME

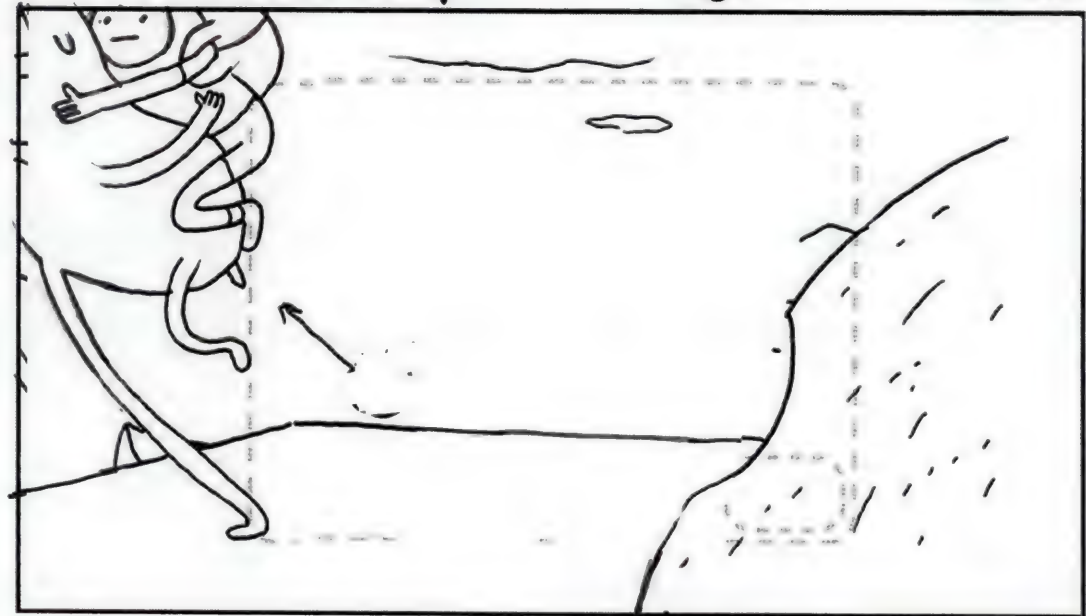


Page 133

Sc. 86 *CONT* Pnl. *E* Bg. day night



Sc. 86 *CONT* Pnl. *F* Bg. day night



Dialog:

Action:

-J. TOSSES FINN ON BACK.

-J. RUNS OFF/S.

Timing:



EPISODE #

1034-217

1034/217

Production:

1034/217

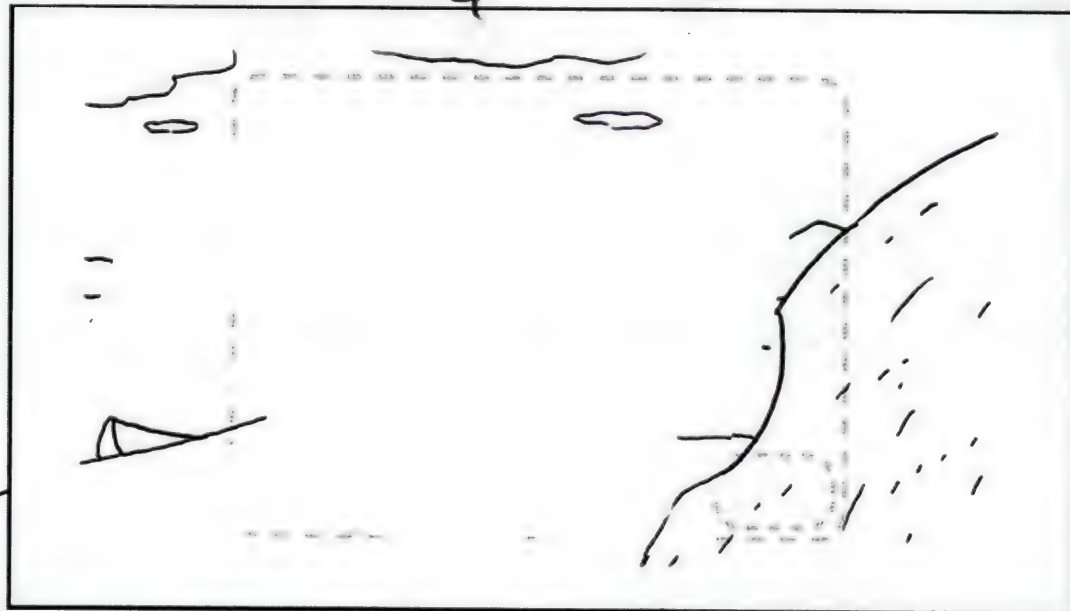
1034/217

ADVENTURE TIME

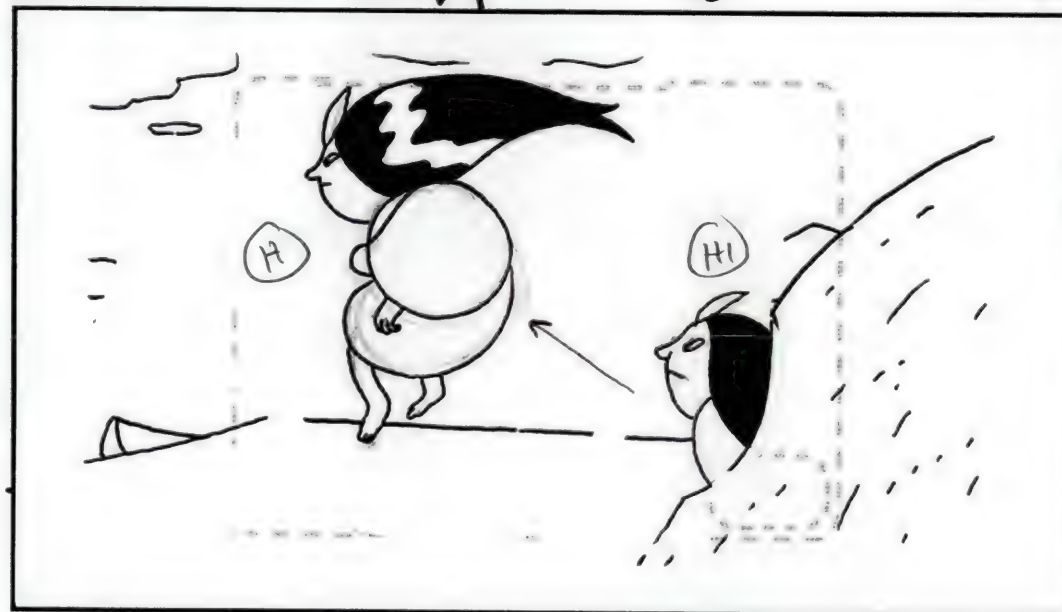


Page 134

Sc. 86 *CONT* Pnl. *G* Bg. day night



Sc. 86 *CONT* Pnl. *H* Bg. day night



Dialog:

Action:

-MOON LEAPS OUT OF BOAT.

APR 28 2015

Timing:

EPISODE # 1034-217

Production:

1034/217

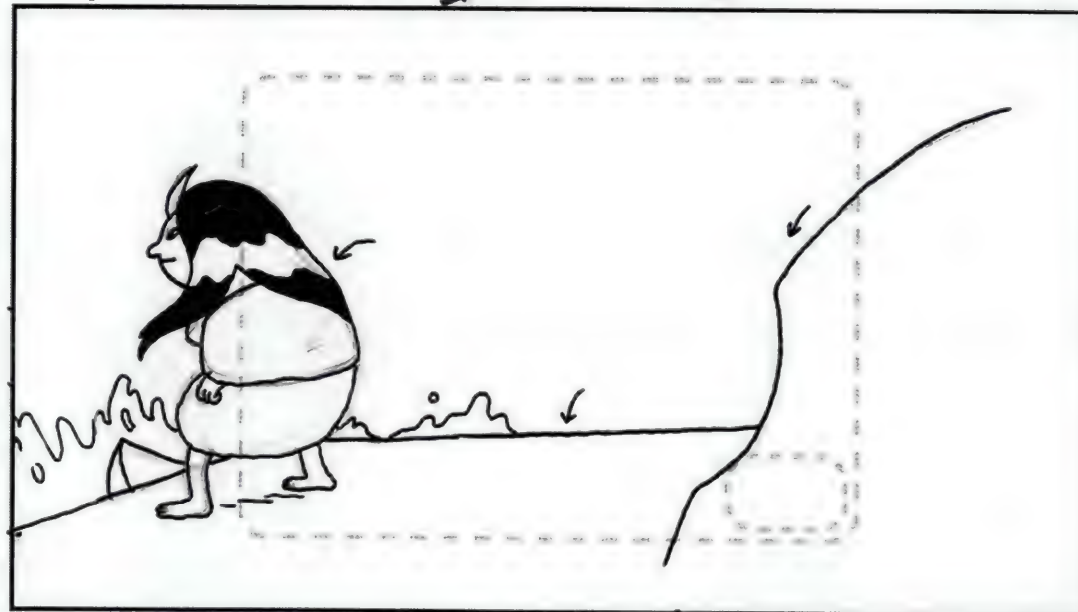
ADVENTURE TIME



Sc. 86 *CONT* Pnl. *I*

Bg.

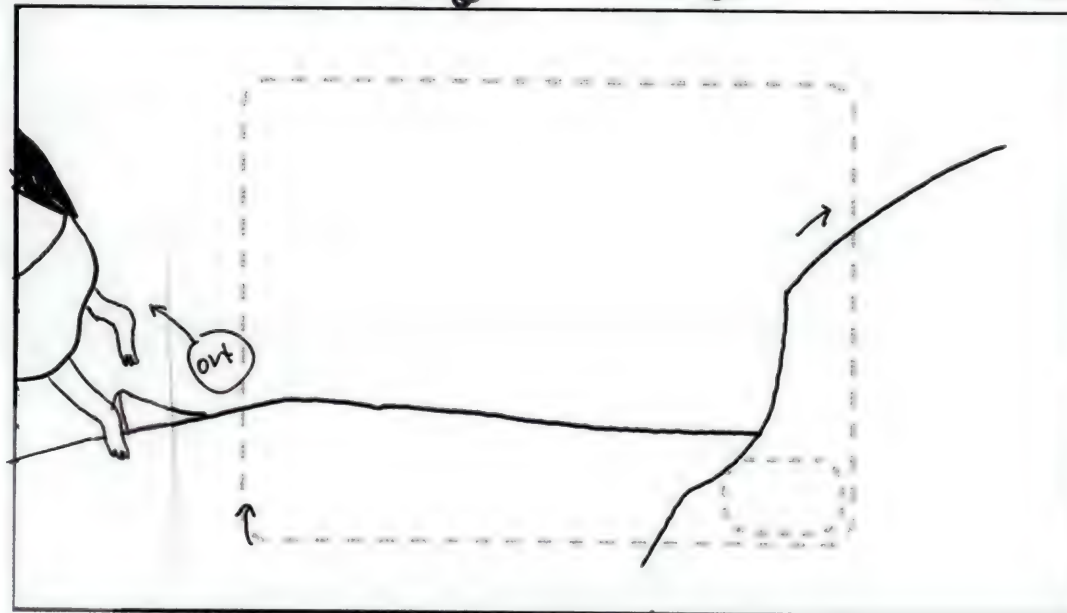
day night



Sc. 86 *CONT* Pnl. *J*

Bg.

day night



Dialog:

sfx / sploosh



SQUASH
IMPACT

(IL)

sfx / slosh

Action:

Lands on boat, causing a splash in the water
and boat to dip

- boat rises up

- THE MOON LEAPS OFF/S.

APR 28 2015

Timing:

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1034/217

Production:

1034/217

ADVENTURE TIME

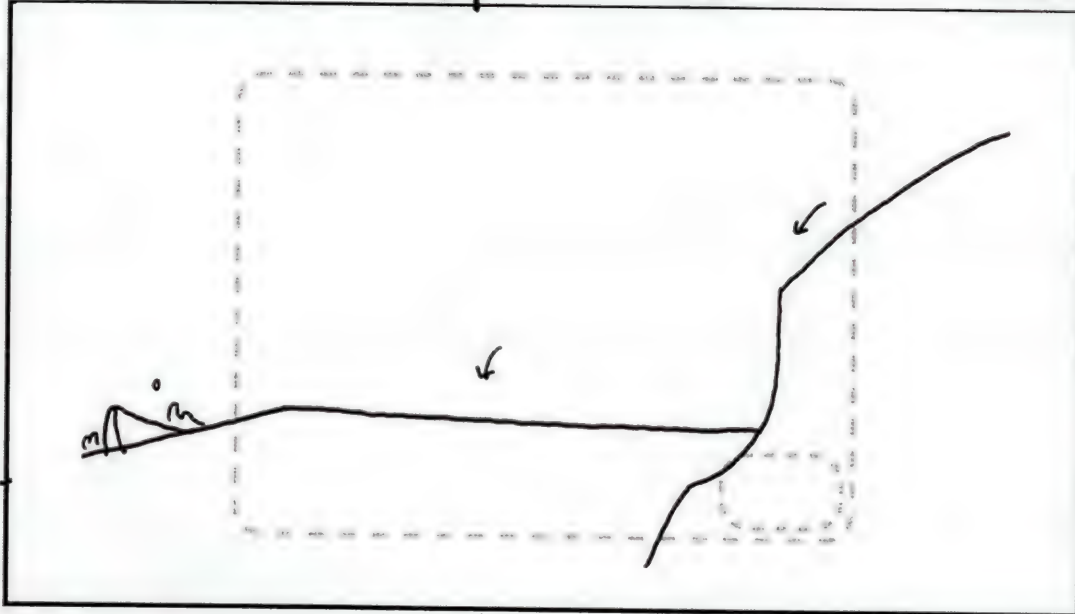


Page 136

Sc. 86 *CONT* Pnl. *K*

Bg.

day night



Sc. 87

Pnl. *A*

Bg.

day night



Dialog:

sfx /:spush:

Action:

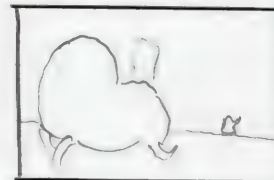
- boat settles

Timing:

Multi-plane set-up

APR 28 2015

Fore ground
& char LEVEL



ANIM 100 cycle
LANDSCAPE
LEVEL



slay BG w/-
very slight truckout CAMERA



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ADVENTURE TIME

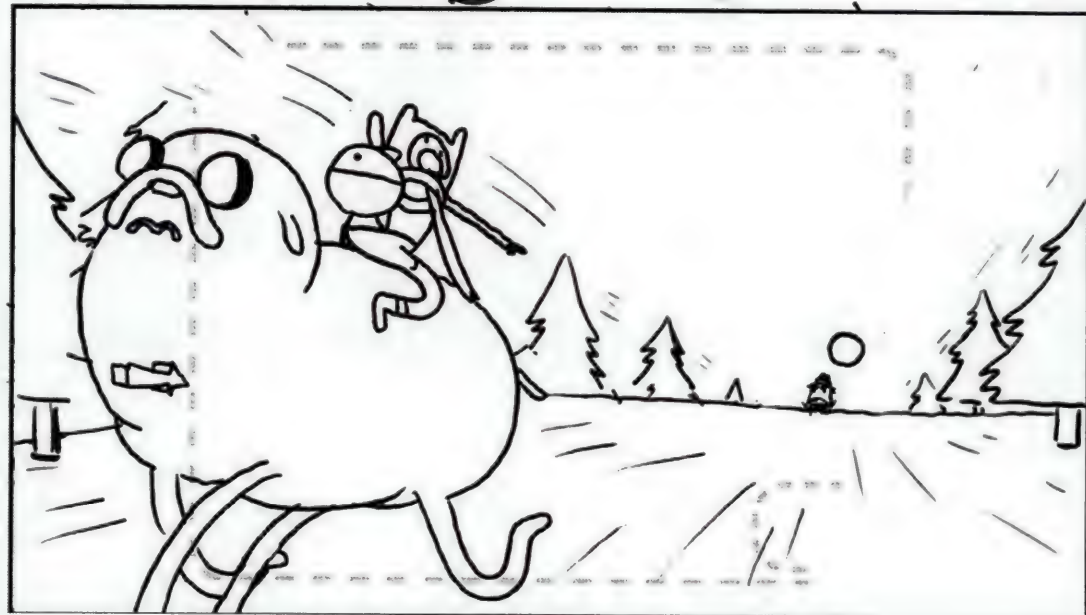


Page 137

Sc. 87 *CONT* Pnl. *B*

Bg.

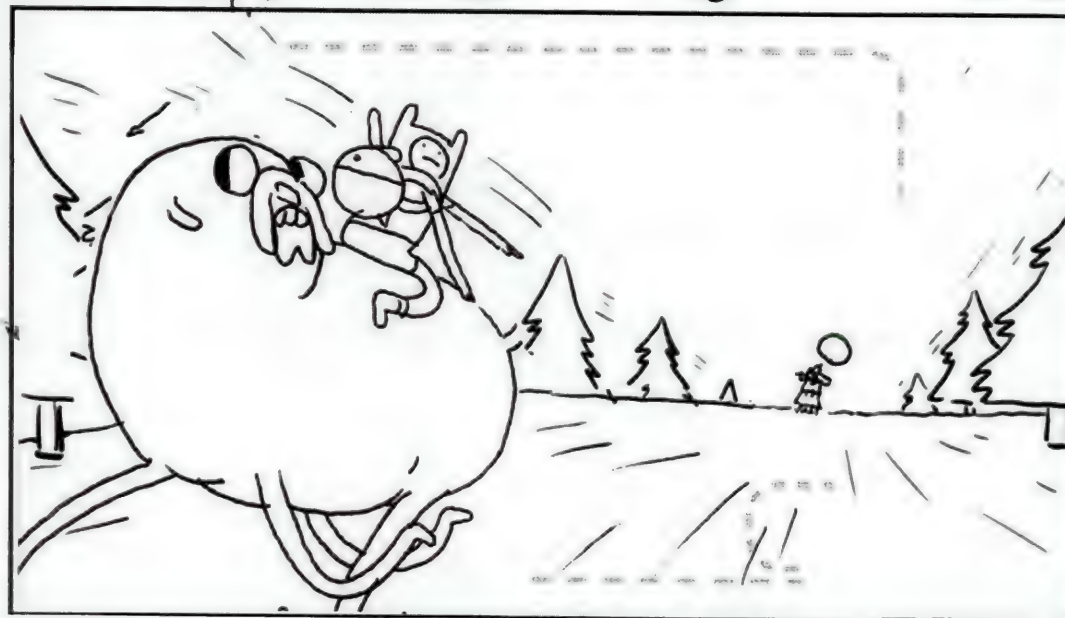
day night



Sc. 87 *CONT* Pnl. *C*

Bg.

day night



Dialog:

Finn: here she come!

Jake: Dude, for real, why'd you make her chase us?

Action:

- CAM GAINS ON
JAKE.

(Jake galloping)

-MOON APPEARS OVER HORIZON.

APR 28 2010

Timing:

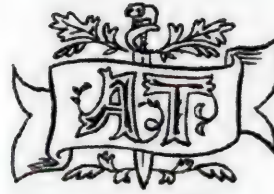
EPISODE # 1034-217

Production:

1034/217

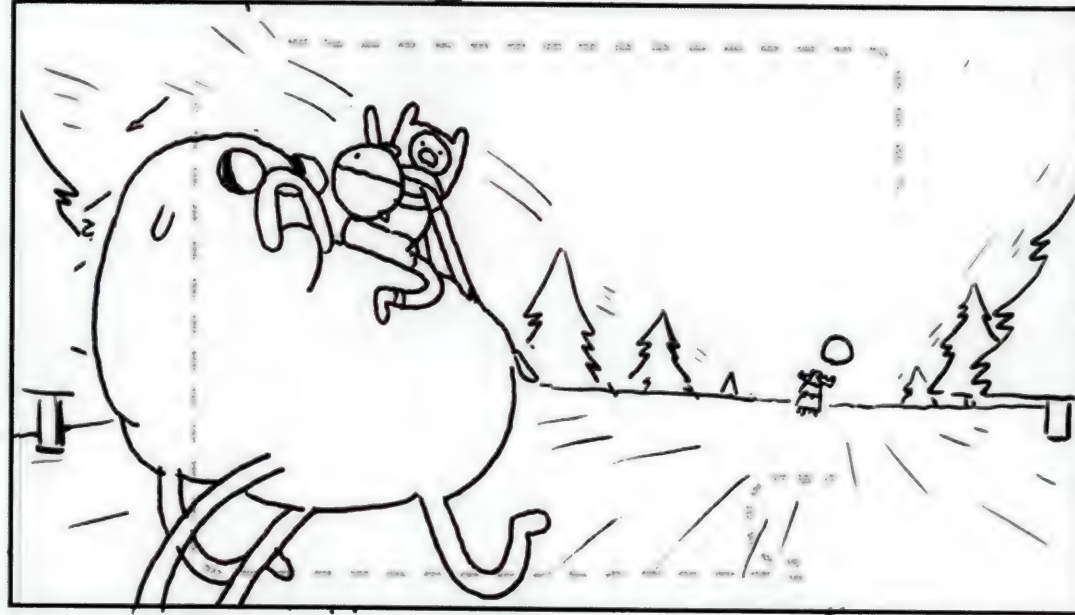
'1034/217

ADVENTURE TIME

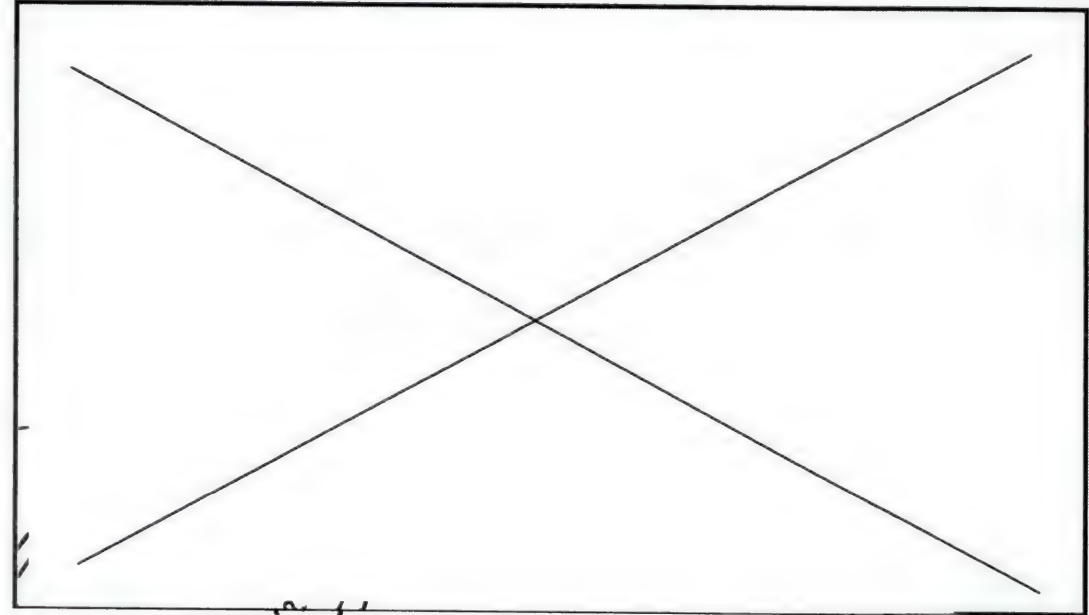


Page 138

Sc. 87 *CONT* Pnl. *D* Bg. day night



Sc. Pnl. Bg. day night



Dialog: *Finn!* Marci needs her healing powers!

Action: - Finn + Jake sink/synch into the moving BG

Timing:

APR 28 2015

EPISODE # 1034-217

Production:

1034/217

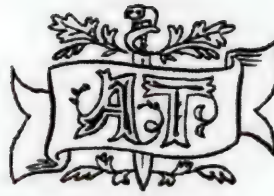
1034/217

1034/217

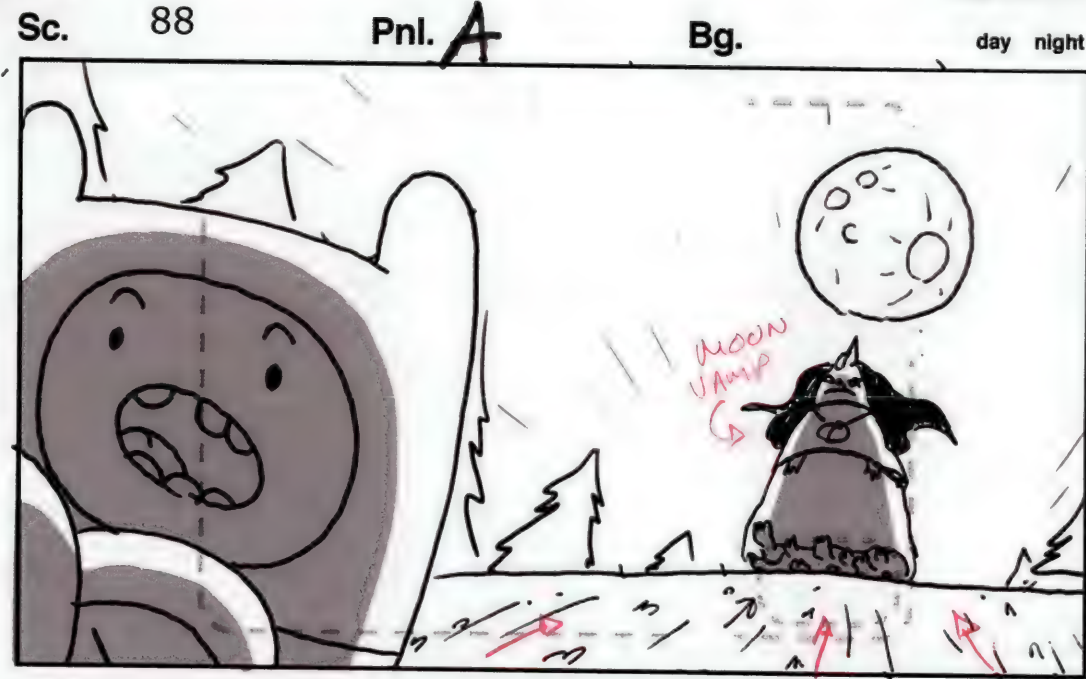
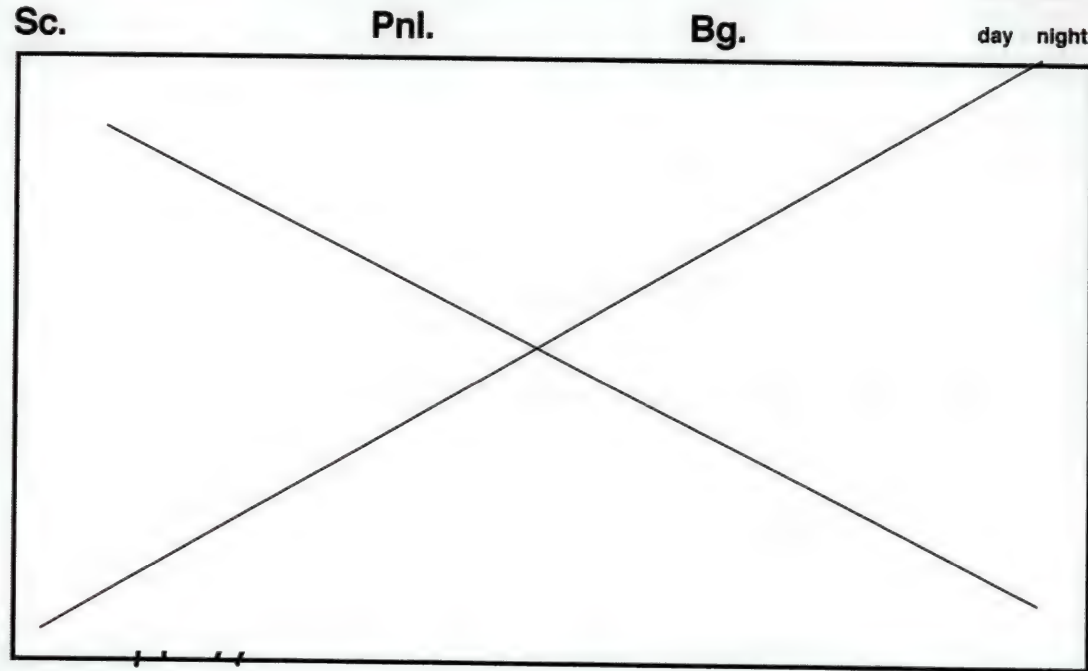
1034/217

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ADVENTURE TIME



Page 139



Dialog:	<u>Finn</u> / "Stake her back" to <u>the</u> <u>castle</u> , bro!
Action:	APR 28 2015 - moons feet scuttling very fast like a blur
Timing:	MULTI - PLANE SET-UP

1034-217
EPISODE #
Production:

1034/217

1034/217

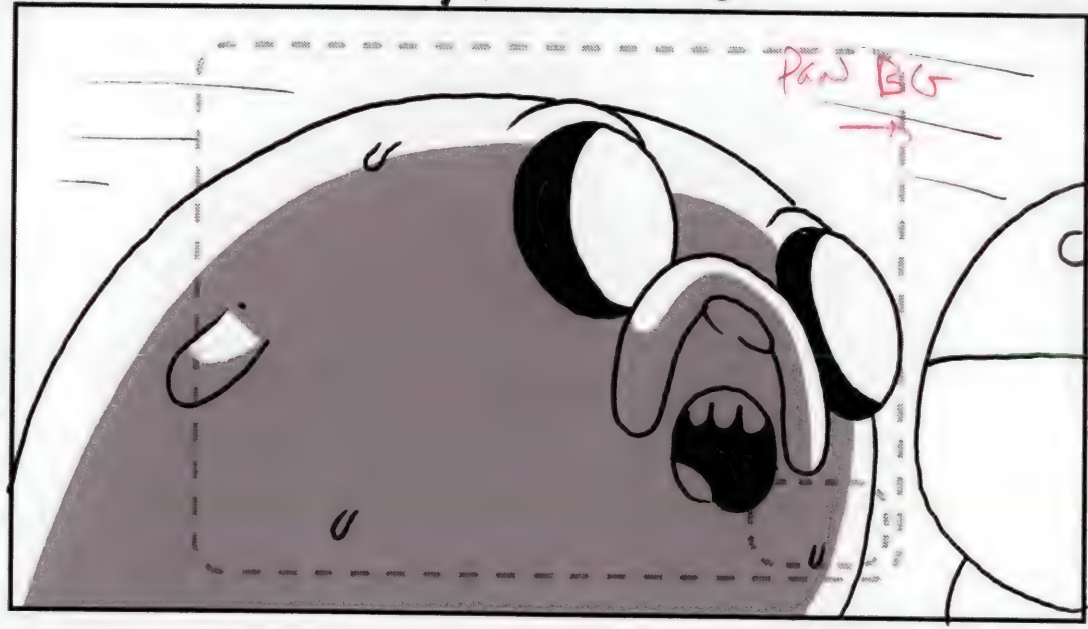
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1034/217

ADVENTURE TIME



Sc. 89 Pnl. **A** Bg. day night



Sc. 89 **CONT** Pnl. **B** Bg. day night



Dialog:	Jake/ OH RIGHT.	J/ Shoot, just don't let her near my deli tray!
Action:		
Timing:		

APR 28 2015

1034-217

EPISODE #

1034/217

Production:

1034/217

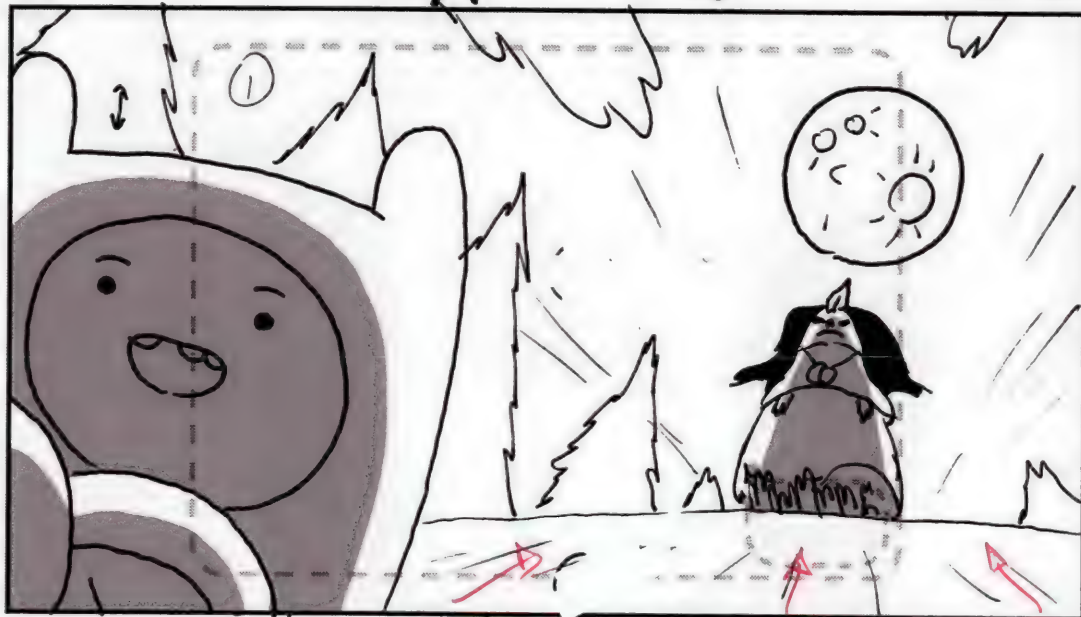
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ADVENTURE TIME

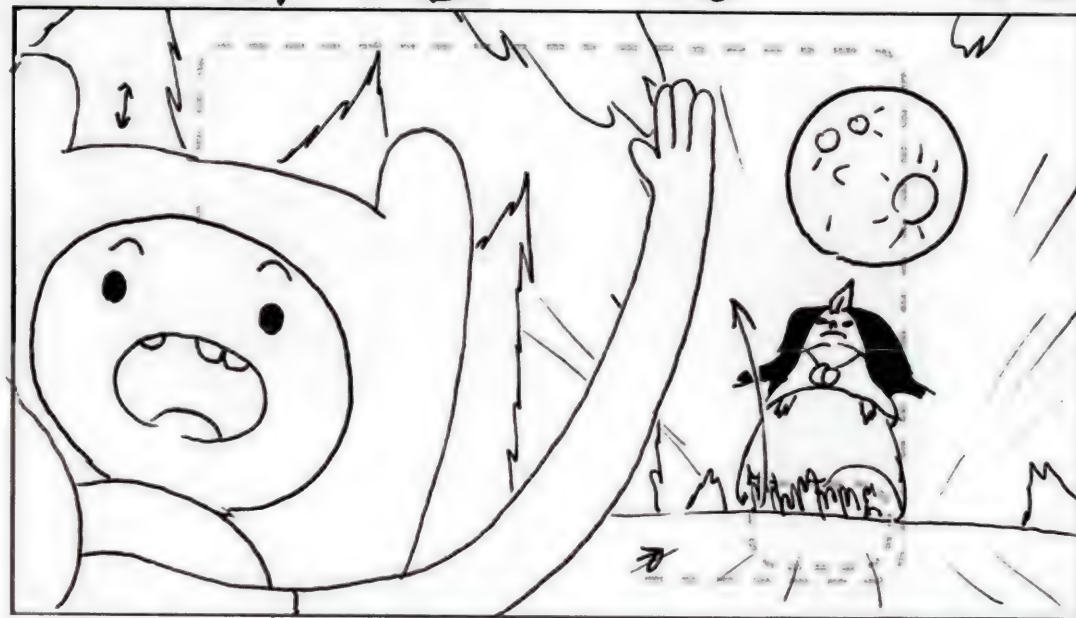


Page 141

Sc. 90 Pnl. **A** Bg. day night



Sc. 90 **CONT** Pnl. **B** Bg. day night



Dialog: Finn ① Well ② run harder dude!

Action: Finn slightly modulating from Jake's gallop

Timing:



SFX = SMACK =

(Finn spanks Jake's butt)

APR 28 2015

out

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Production:

1034/217

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ADVENTURE TIME



Page 142
NO PG-143
day night

Sc. 91

Pnl. **A**

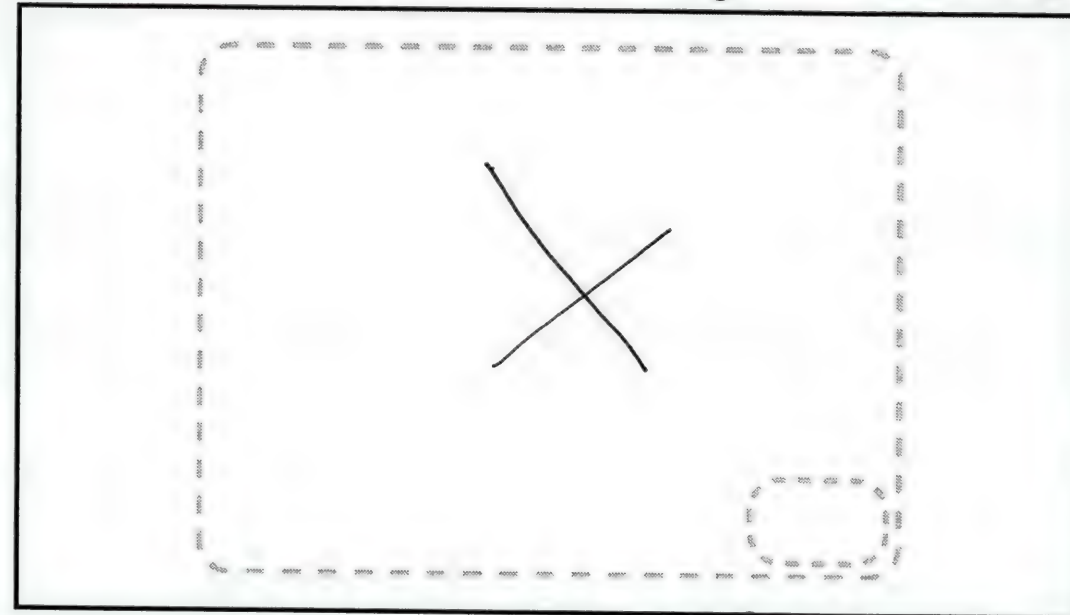
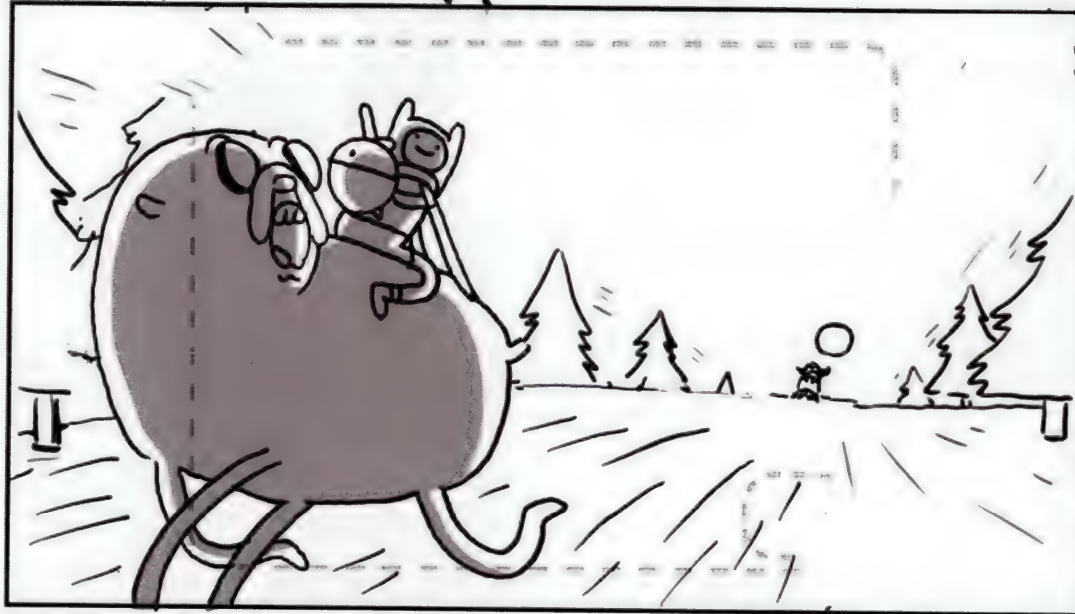
Bg.

day night

Sc.

Pnl.

Bg.

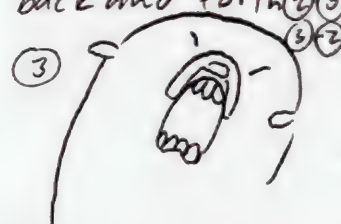


Dialog: Jake ① OK ② AAAA !!!
③



Multi-plane Set-up

② speed up Jake's
run cycle
Jake shaking head
back and forth ② ③



APR 28 2015

EPISODE # 1034-217

Production:

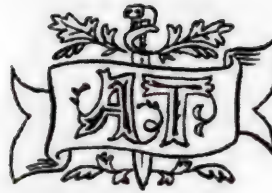
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ADVENTURE TIME



Page 144

144A NEXT
day night

Sc. 92

Pnl. A

Bg.

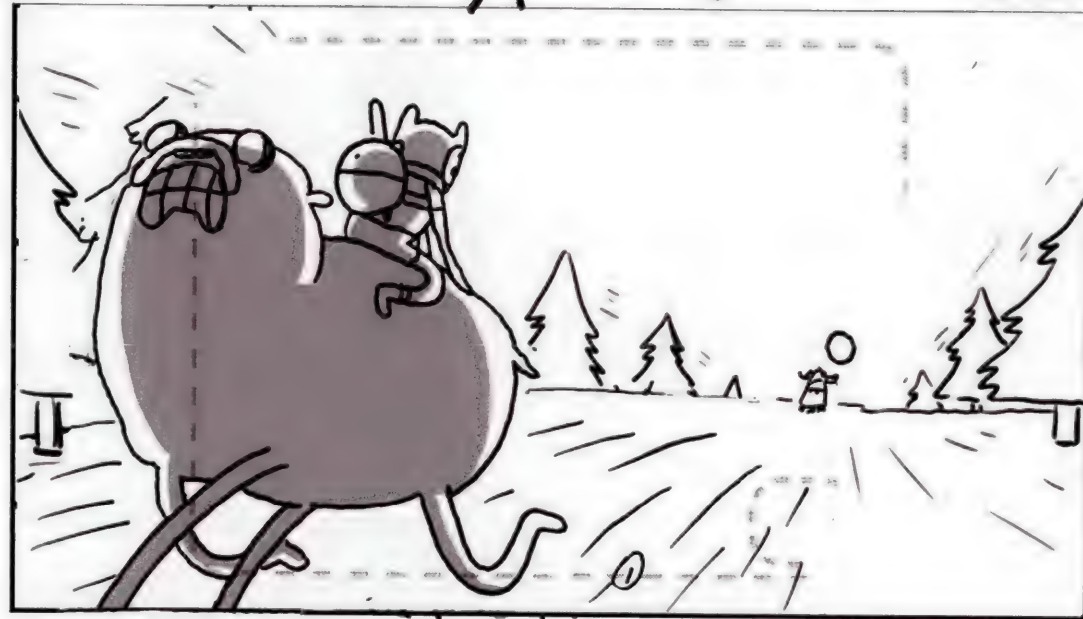
day night



Sc. 92A

Pnl. A

Bg.



Dialc

Finn! Man she is really booking it hard

Action:

Moon's hair flowing slowly in the wind as if alive

Timing:



SP

Finn! You see that Jake?

J! NO bro just let me run!



1-2-1-2
run cycle

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Multiplane
Set-up

Production:

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1034/217

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ADVENTURE TIME



Page 144A
145 NEXT
day night

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
93	A			

Dialog:	Action	Timing
<p><i>Finrl Holy stink!</i></p>		

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Production:

1034/217

1034/217

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ADVENTURE TIME



Page 145
145A NEXT
day night

Sc. 94

Pnl. A

Bg.

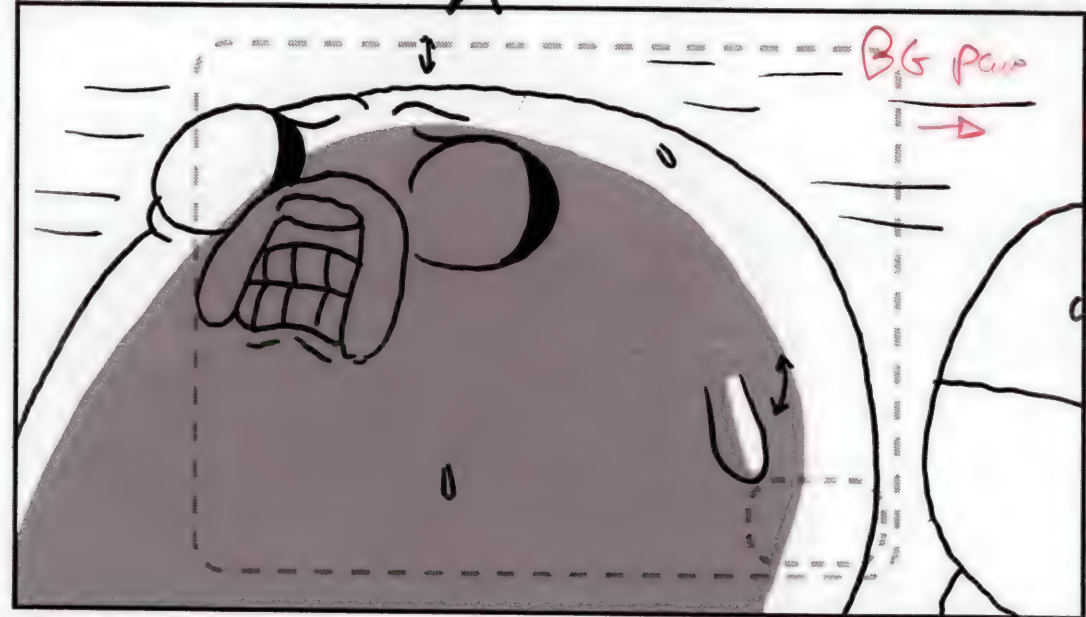
day night



Sc. 95

Pnl. A

Bg.



Dialog: Finn! She's smiling right at me.
(o/s)

Action:

Timing:



Jake! I don't need a play-by-play man

APR 28 2015

EPISODE # 1034-217

Production:

1034'217

1034/217

ADVENTURE TIME



Sc. 95A

Pnl. **A**

Bg.

day night



Sc. 95B

Pnl. **A**

Bg.

Page 145A
day night **146 NEXT**



Dialog:

Jake (os): panting

Action:

Timing:

APR 28 2015

EPISODE # 1034-217

Production:

1034/217

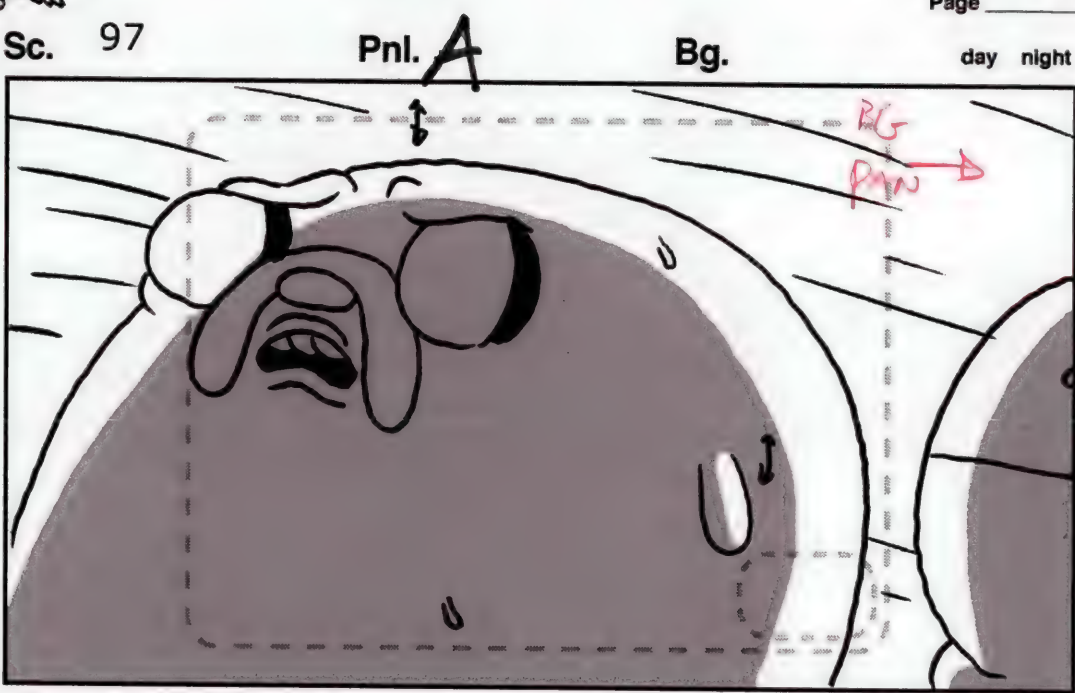
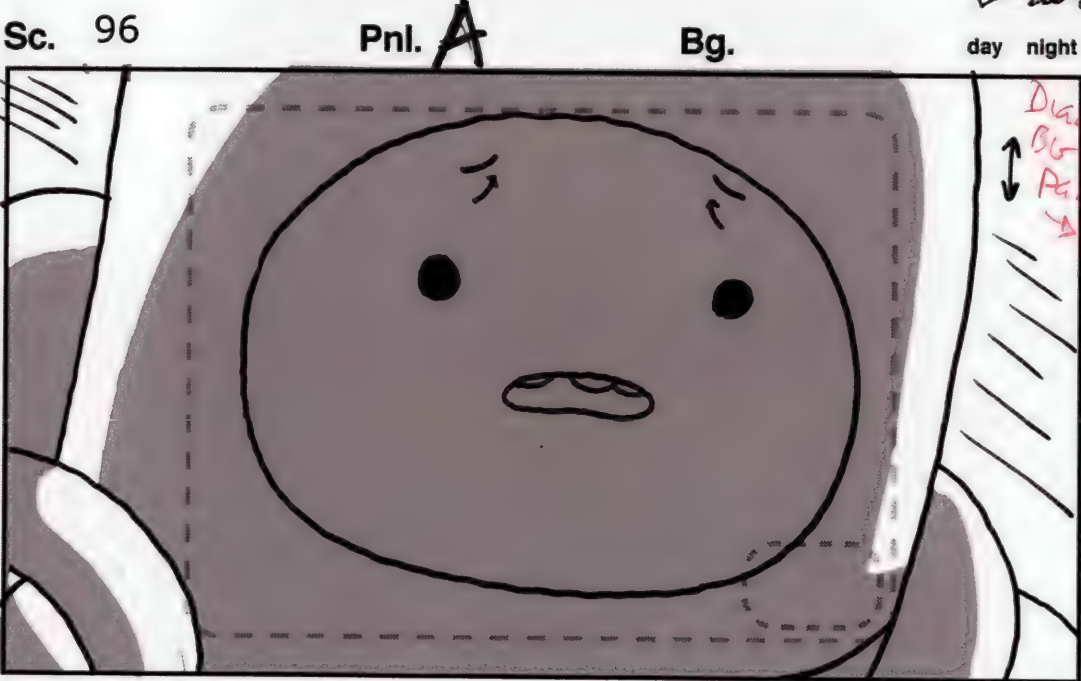
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ADVENTURE TIME



Dialog: Finn she's messin' with us!

J/whaddyov meadn?!

Action:

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Timing:

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Production:

1034/217

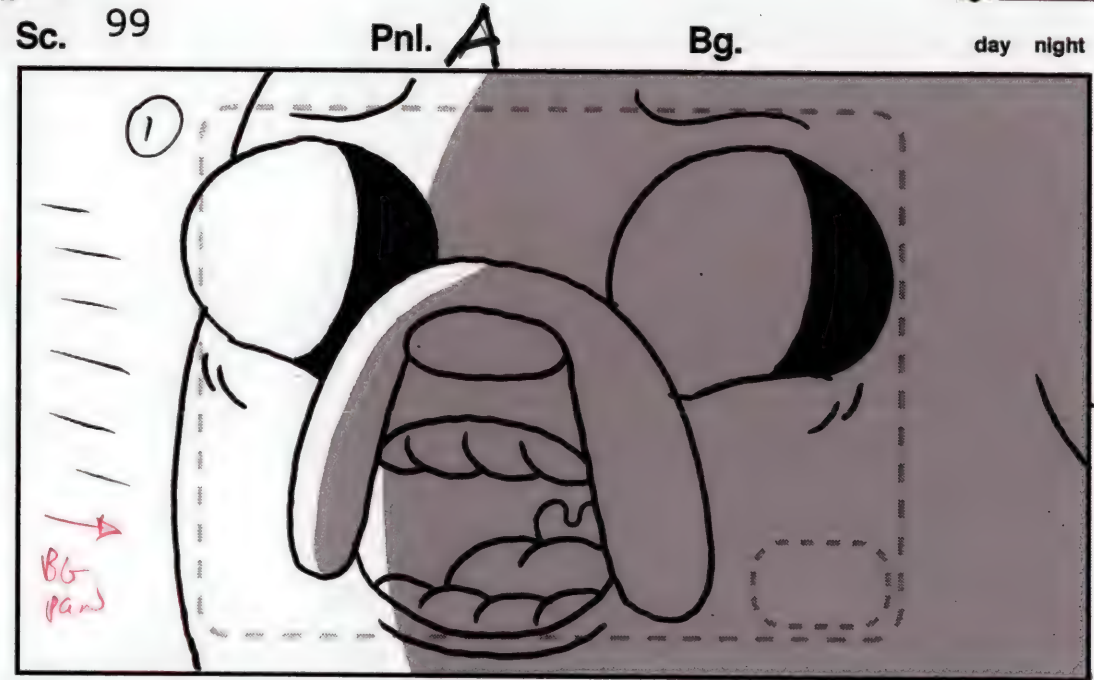
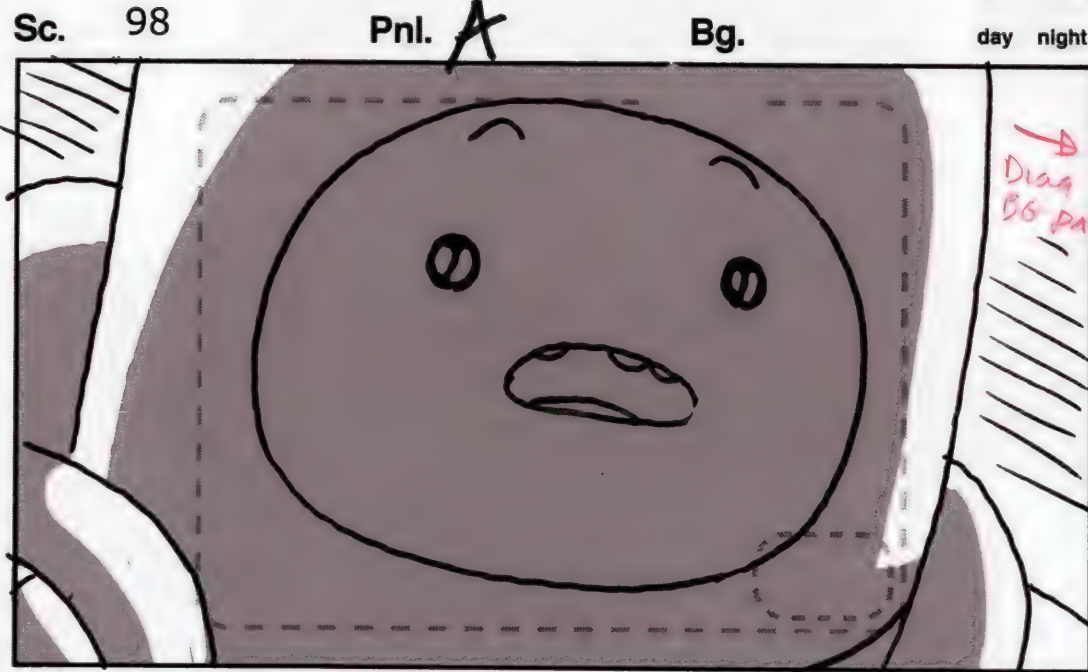
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ADVENTURE TIME



Page 147



Dialog: F / I mean she's not catching up on purpose!

Action:

Timing:

J / ① That's crazy! ② Why do you think that?!



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Production:

1034/217

1034/217

ADVENTURE TIME



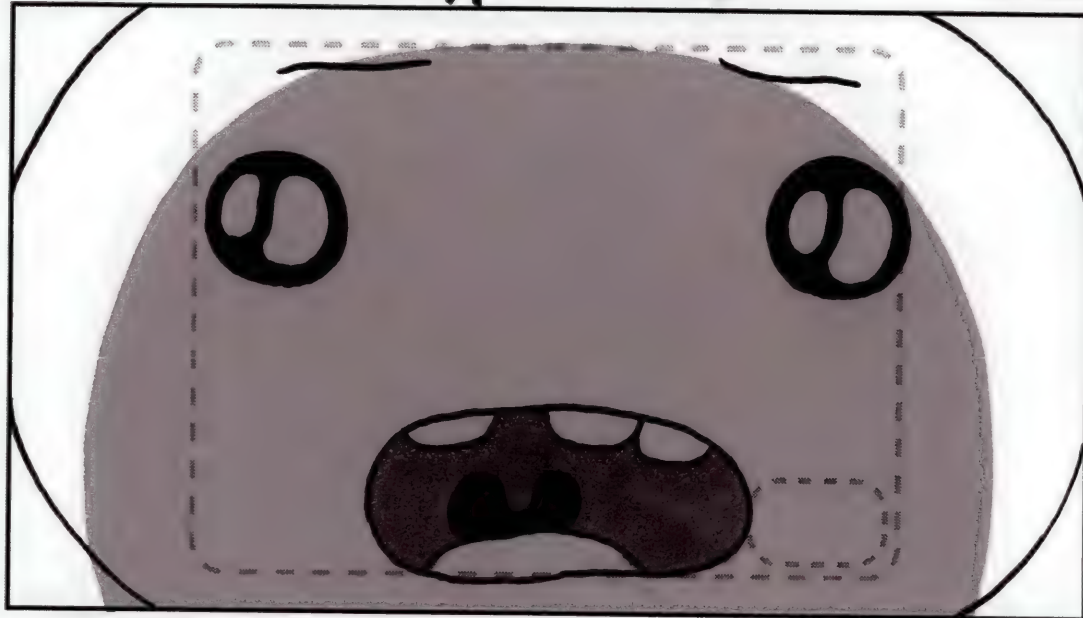
Page 148

Sc. 100

Pnl. A

Bg.

day night

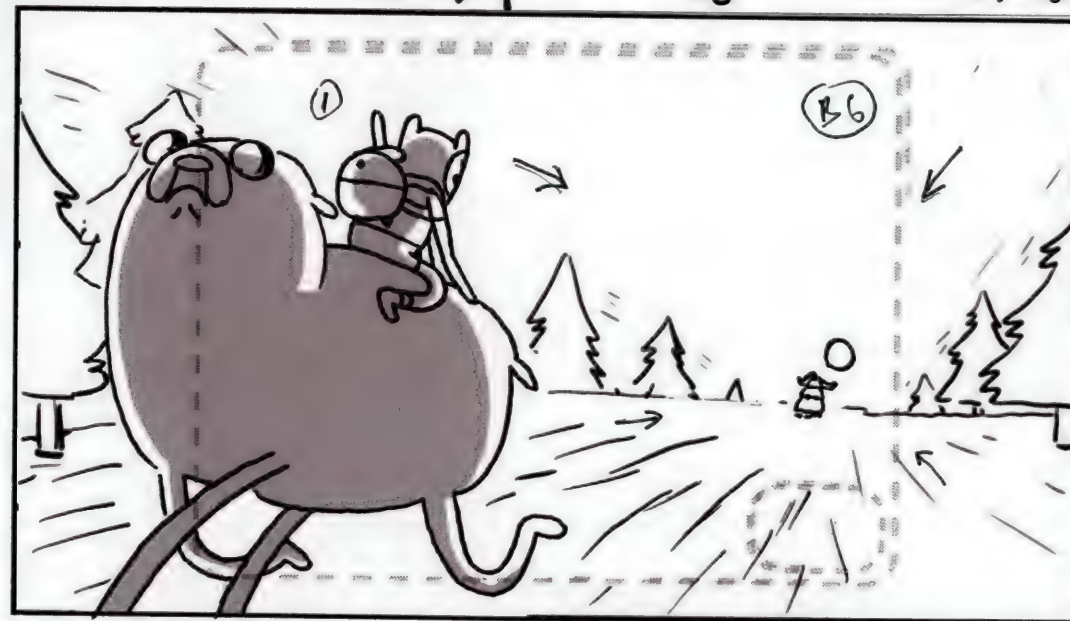


Sc. 101

Pnl. A

Bg.

day night

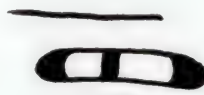


Dialog:

F ① She's giving me this ② look

Finn ① slow down so ② I can talk to her.

Action:



Timing:

②

(squir + eyes)

Multi-plane
Set-up



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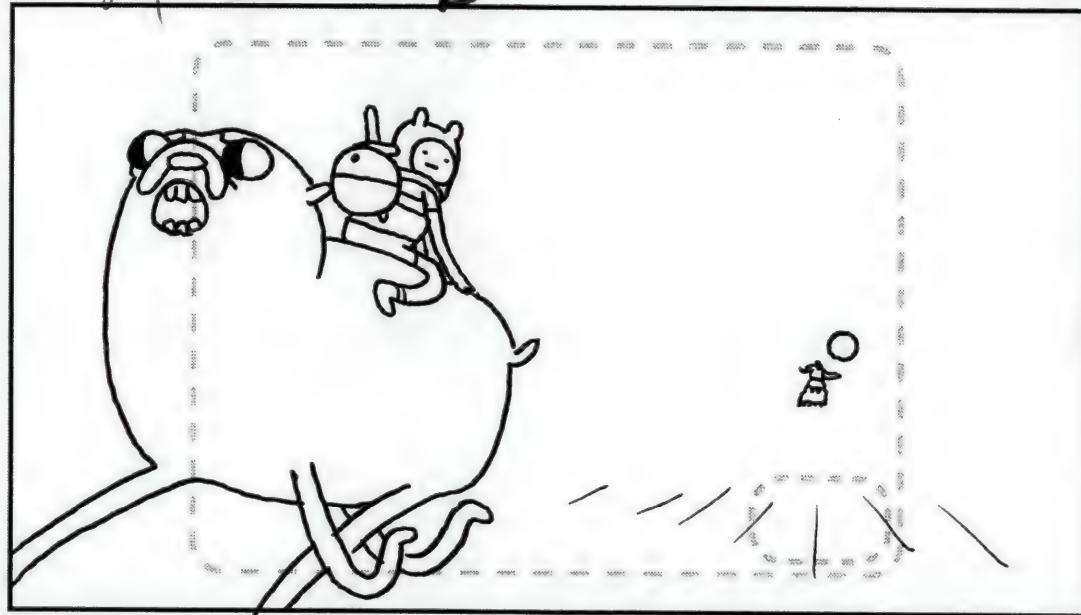


Page 149

Sc. 101 *cont* Pnl. *B*

Bg.

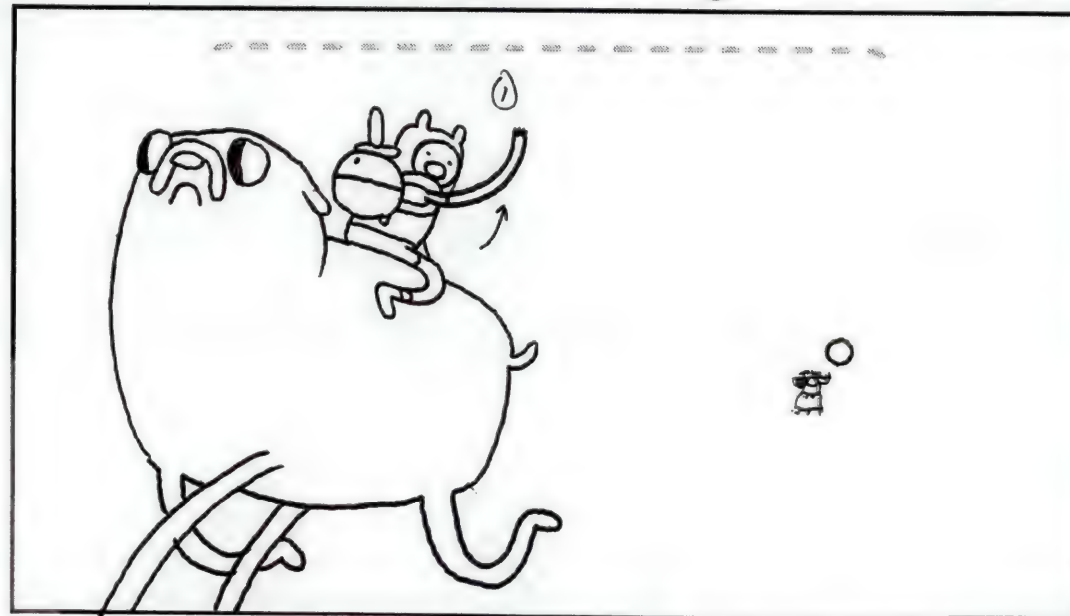
day night



Sc. 101 *cont* Pnl. *C*

Bg.

day night

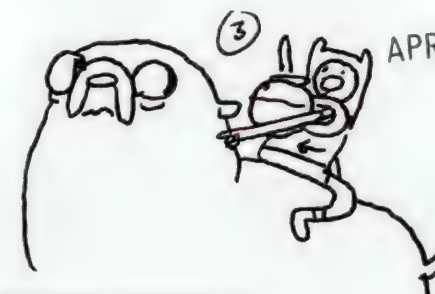


Dialog: J/ NO BOI, YOU CRAZY!

Finn/ ① Just ② do it! ③ I won't let her bite you!

Action:

Timing:



APR 28 2015

Production:

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ADVENTURE TIME

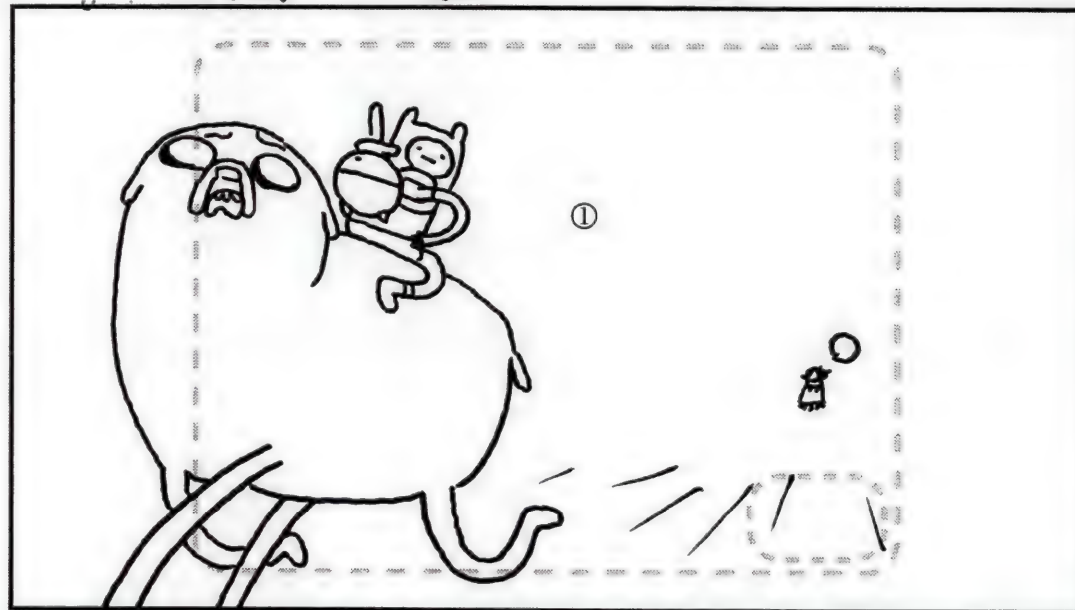


Page 150

Sc. 101 *CONT* Pnl. *D*

Bg.

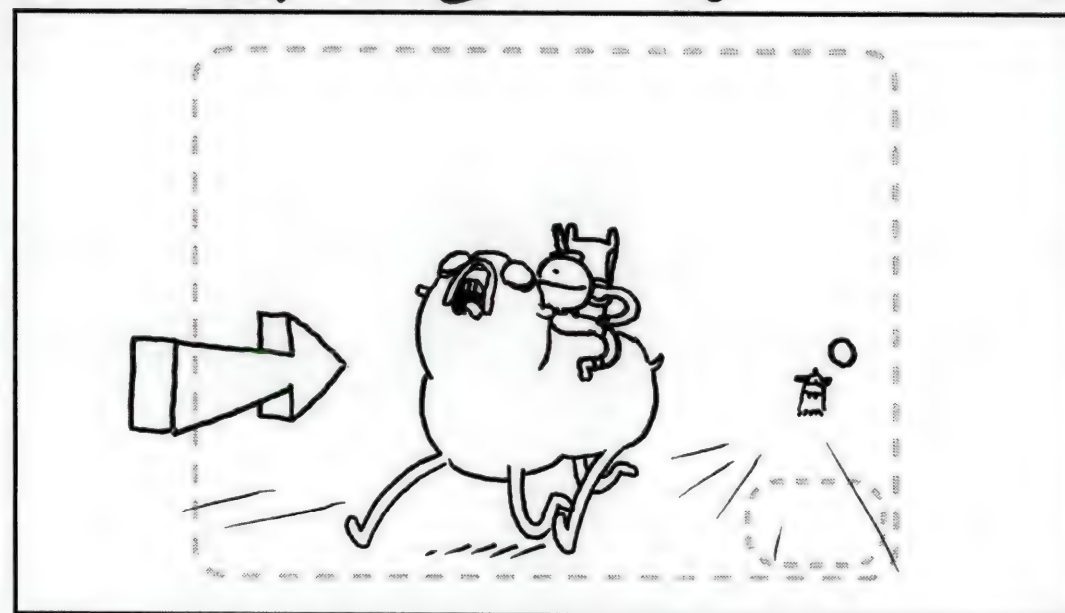
day night



Sc. 101 *CONT* Pnl. *E*

Bg.

day night



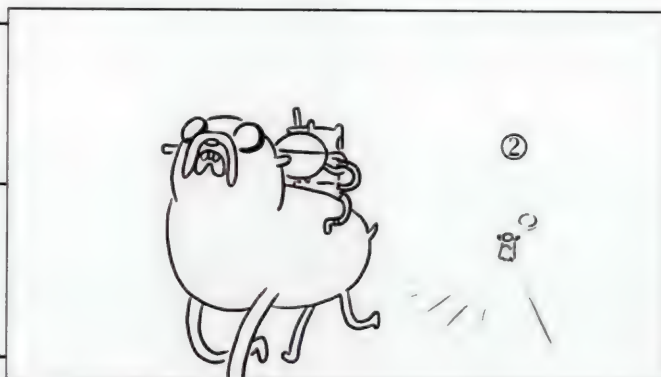
Dialog:

Jake! OK my life is in your hands, man!

Action:

- Jake slows down and sinks further into the moving BG

Timing:



APR 28 2015

EPISODE # 1034-217

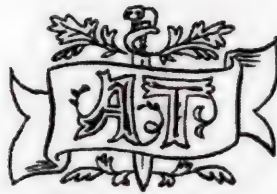
Production:

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ADVENTURE TIME



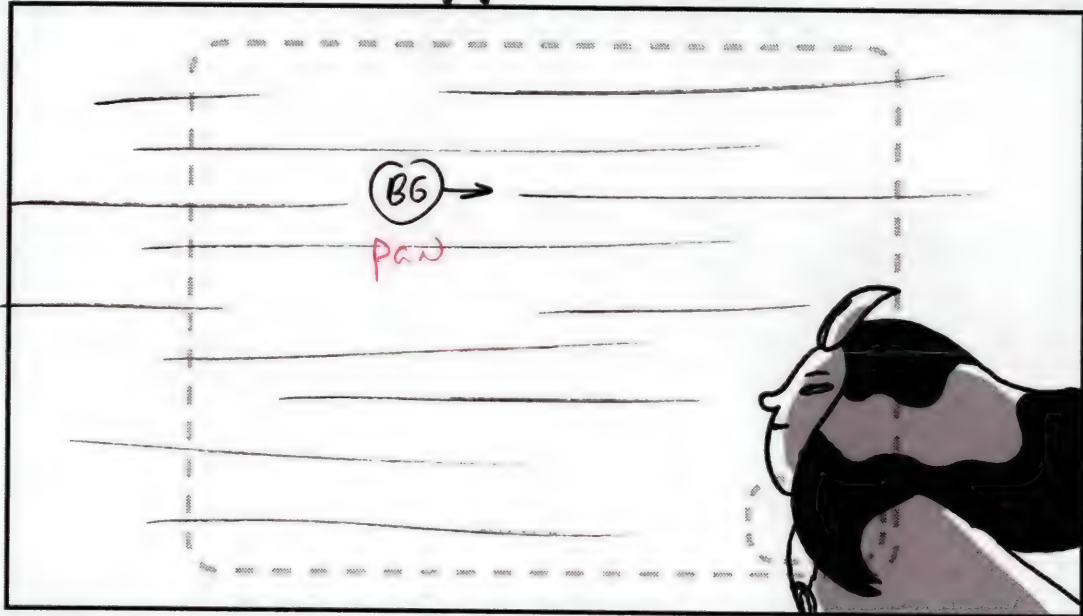
Page 151

Sc. 102

Pnl. A

Bg.

day night



Sc. 102 CONT Pnl. B

Bg.

day night



Dialog:

Finn/Hey.

Action:

- reflection swooping down
the moon's hair
in a cycle

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Timing:

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Production:

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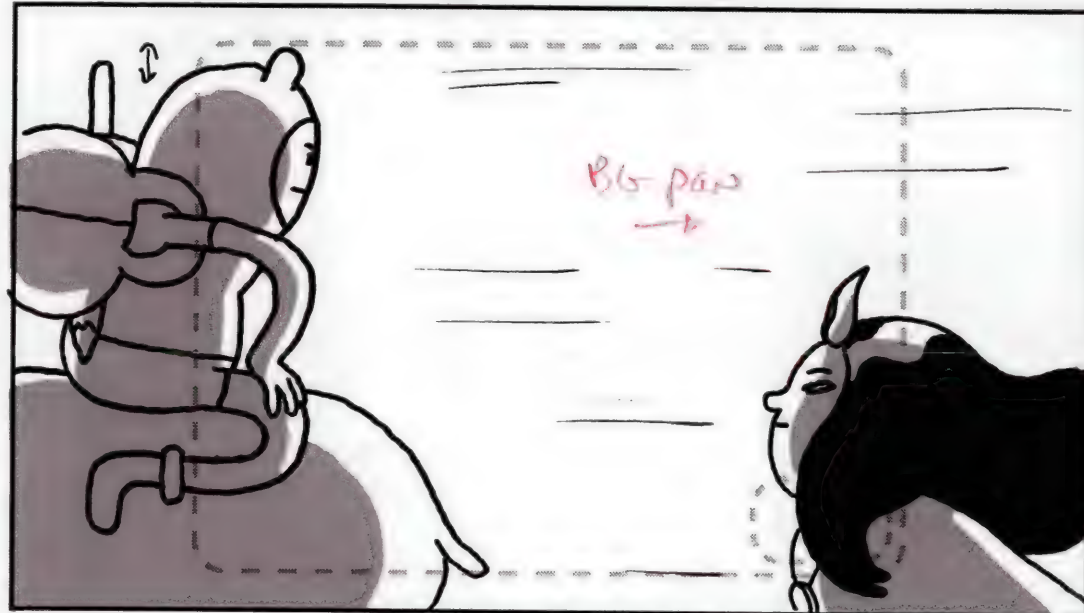


Page 152

Sc. 102 *cont* Pnl. *C*

Bg.

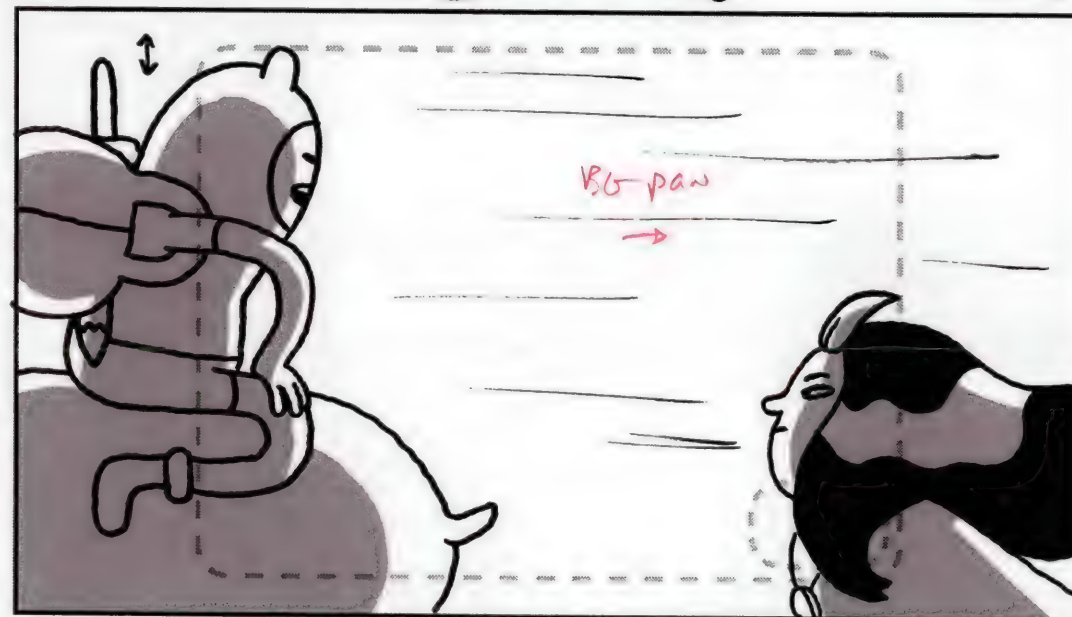
day night



Sc. 102 *cont* Pnl. *D*

Bg.

day night



Dialog:

(silence)

Finn! We're leading you to a trap.

Action:

Timing:

APR 28 2015

Production:

EPISODE #

1034-217

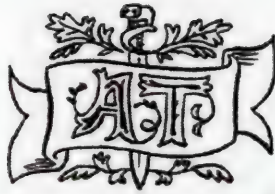
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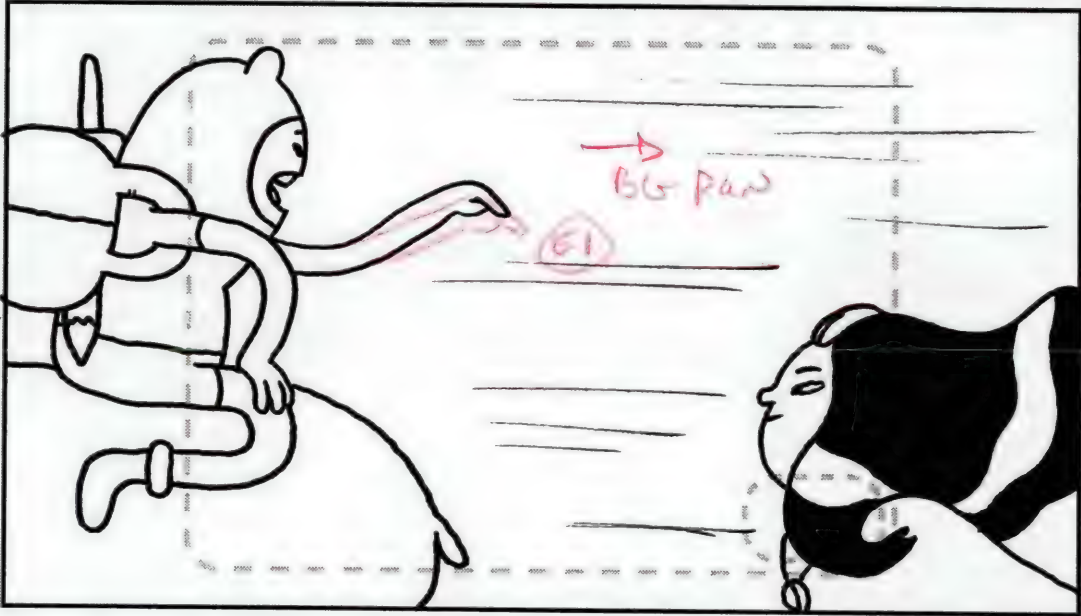
ADVENTURE TIME



Sc. 102 CONT Pnl. E

Bg.

day night



Sc. 103

Pnl. A

Bg.

day night



Dialog: F/ we're gonna suck out your healing power
and dust you.

M/ (silent)

Action:

Timing:

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EPISODE # 1034-217

Production:

1034/217

1034/217

1034/217

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ADVENTURE TIME



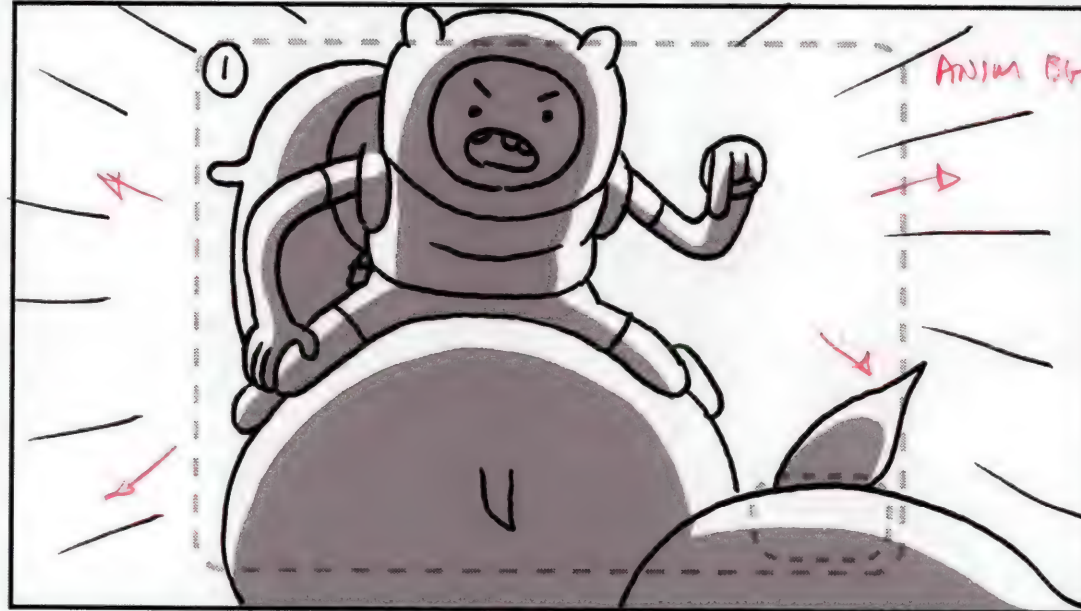
Page 154

Sc. 104

Pnl. A

Bg.

day night

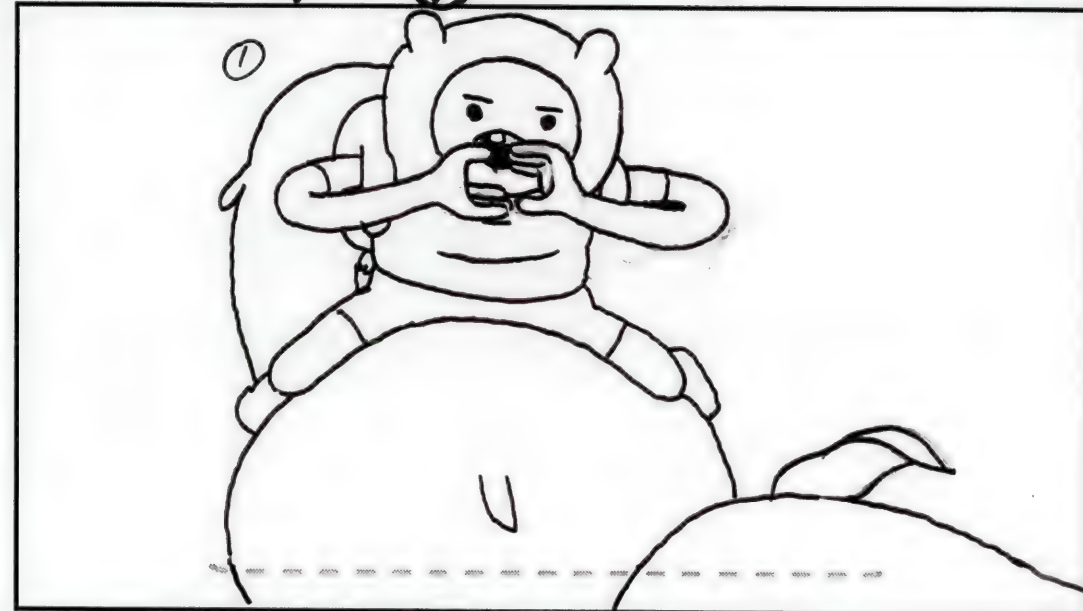


Sc. 104

CONT Pnl. B

Bg.

day night

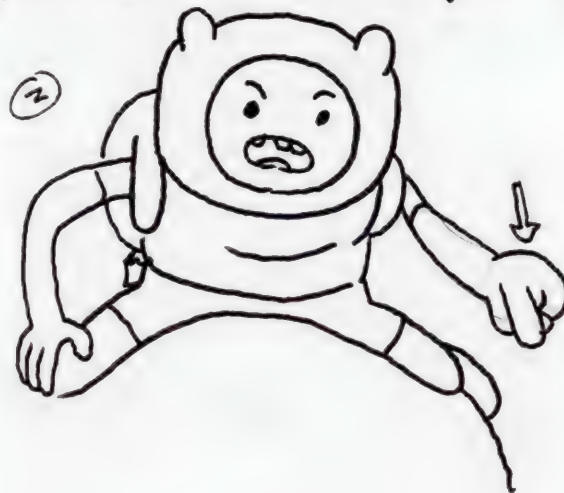


Dialog: Finn/① Then I'm gonna put your ② dust

Finn/① in a litter box.

Action:

Timing:



APR 28 2015

Production:

EPISODE # 1034-217

1034/217

1034/217

ADVENTURE TIME

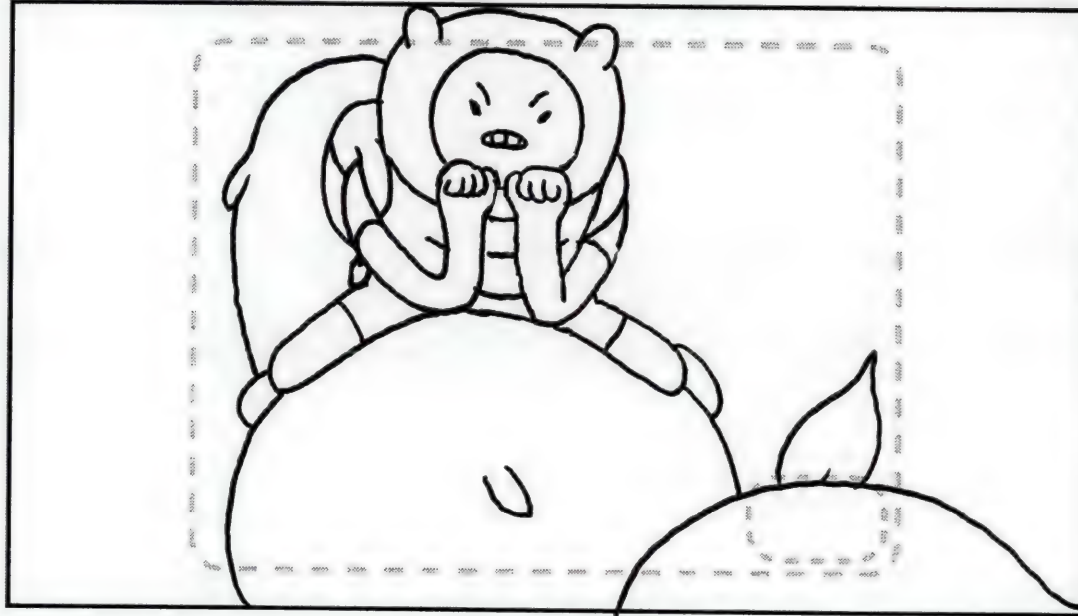


Page 155

Sc. 104 *cont* Pnl. *C*

Bg.

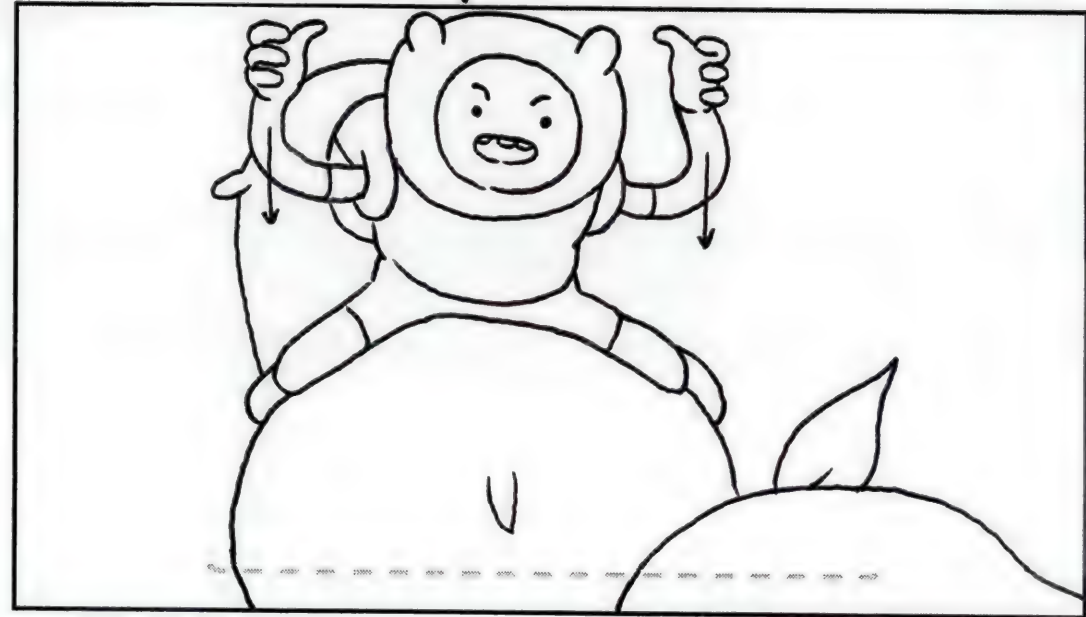
day night



Sc. 104 *cont* Pnl. *D*

Bg.

day night



Dialog: *Finn! and get a tiger --*

F/ to drop a huge smelly tiger bomb --

Action:

-FINN's hands slowly descend

APR 28 2015

Timing:

EPISODE # 1034-217

Production:

1034/217

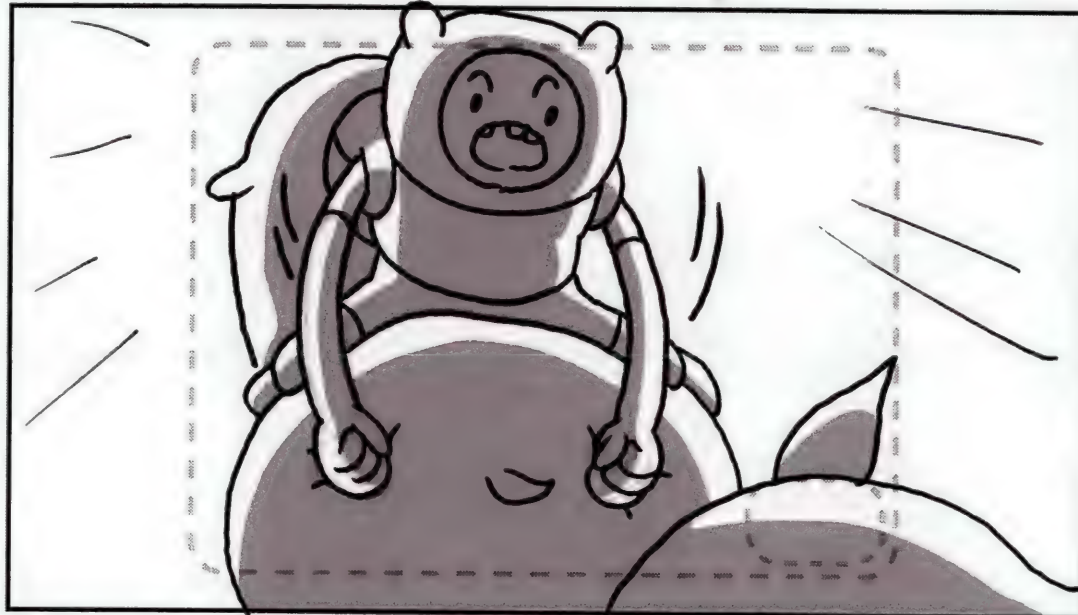
1034/217

ADVENTURE TIME

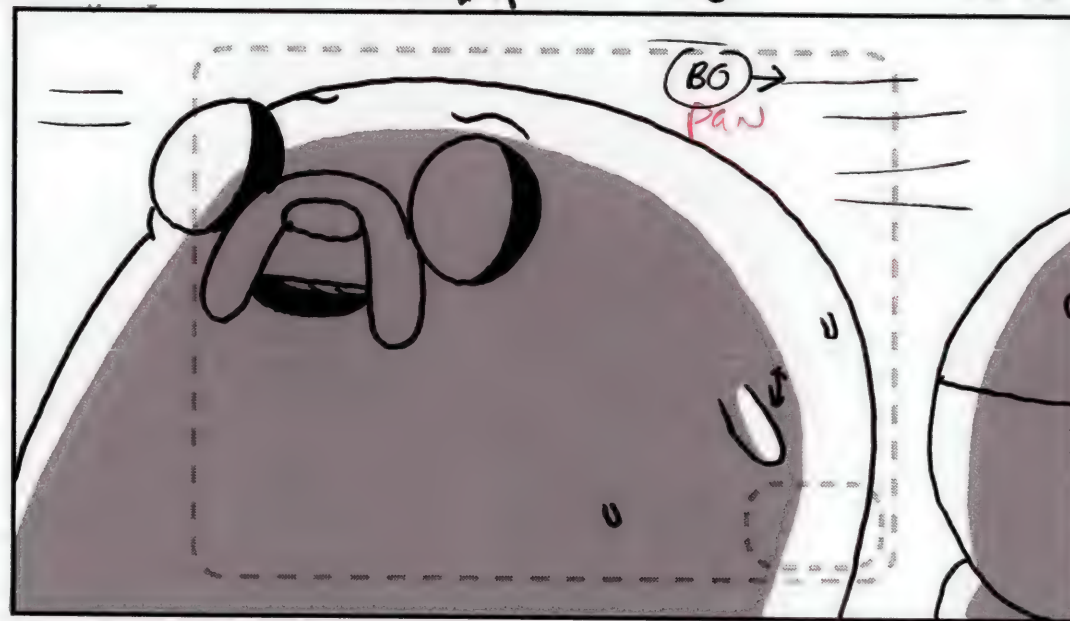


Page 156

Sc. 104 *cont* Pnl. *E* Bg. day night



Sc. 105 Pnl. *A* Bg. day night



Dialog: *F/ on your sorry dust clumps!!*

J/ stop hitting my butt.

Action: *- F. BRINGS DOWN FISTS.*

APR 28 2015

Timing:

EPISODE # 1034-217

Production:

1034/217

1034/217

ADVENTURE TIME



Page 157

Sc. 106

Pnl. A

Bg.

day night

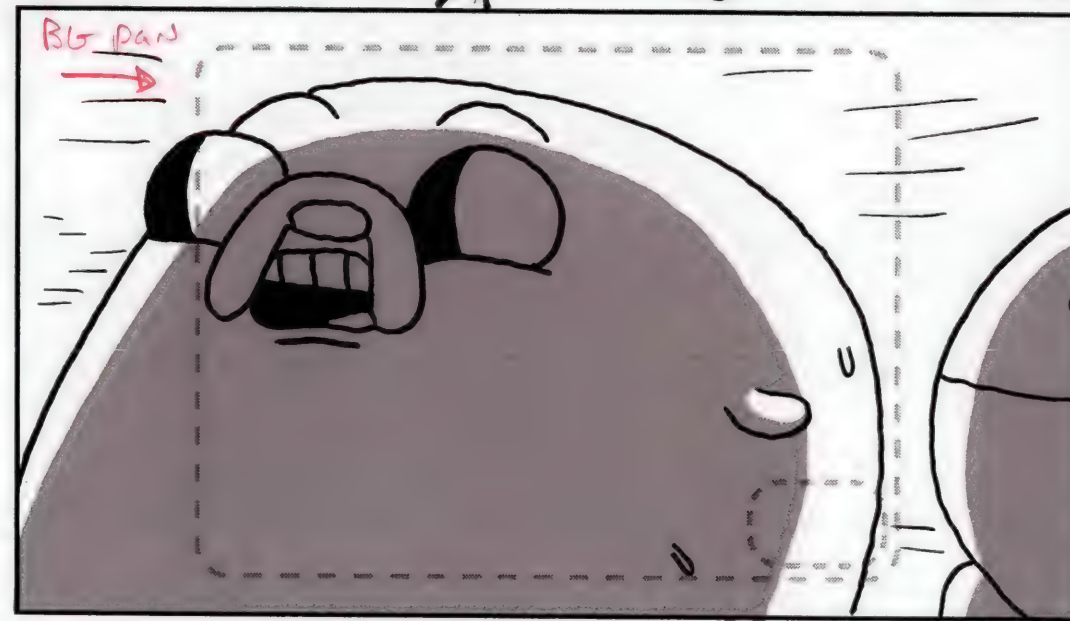


Sc. 107

Pnl. A

Bg.

day night



Dialog:

Moon / You run in the path of my light

Jake /

wait

★ (Moon has a messed up cookie monster, death metal, ANIME demon voice)

Action:

Timing:

APR 28 2015

Production:

EPISODE #

1034-217

1034/217

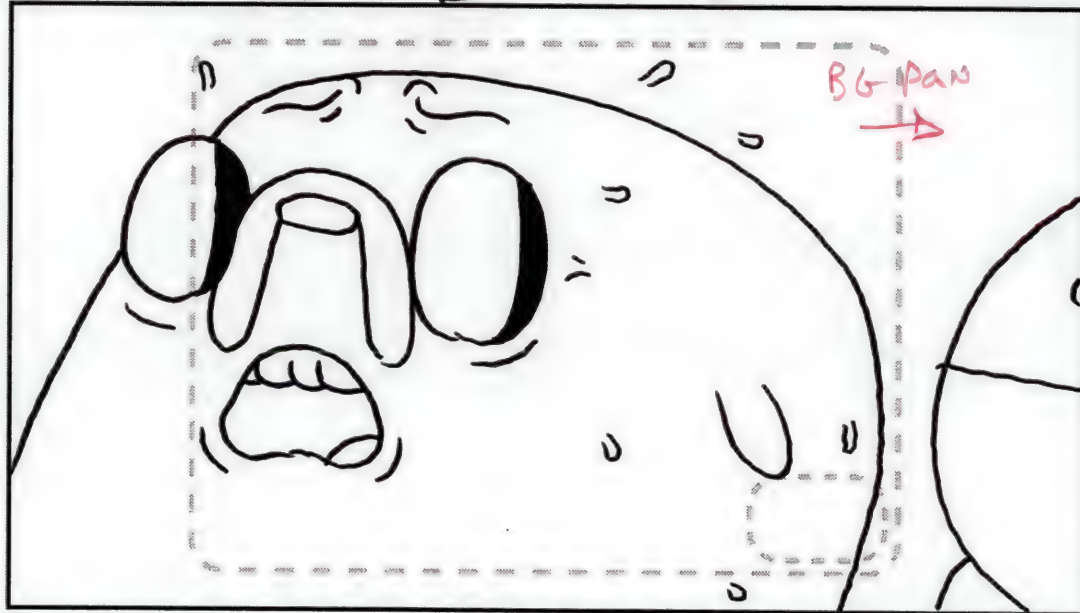
1034/217

ADVENTURE TIME

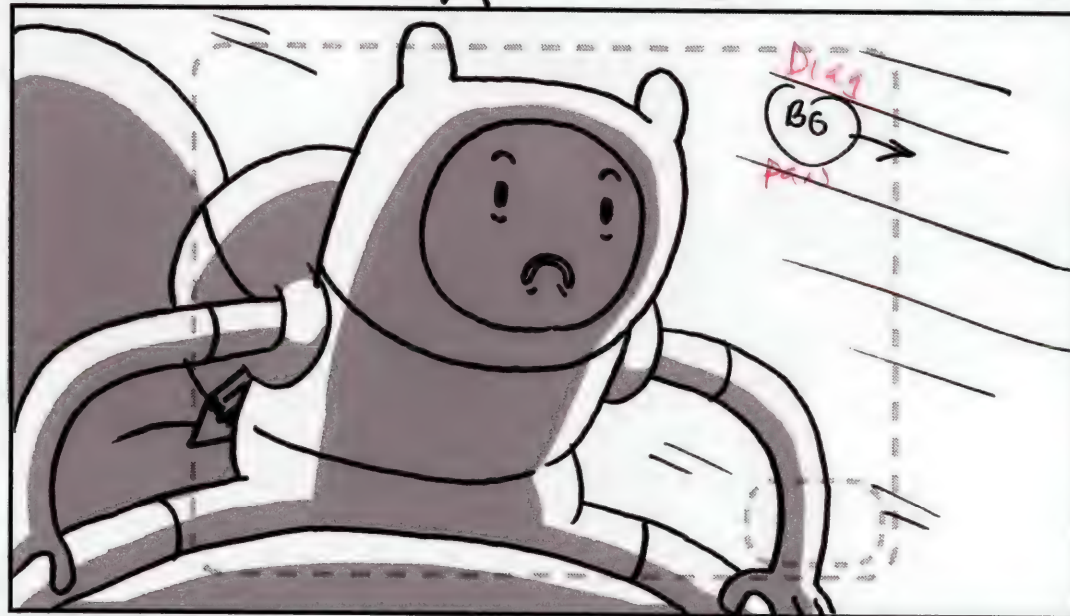


Page 158

Sc. 107 *CONT* Pnl. *B* Bg. day night



Sc. 108 Pnl. *A* Bg. day night



Dialog: *J/ That's her voice?!*

Moon(0s)/ How can yov lead me, when I am your guide?

Action:

Timing:

APR 28 2015

EPISODE # 1034-217

Production:

1034/217

1034/217

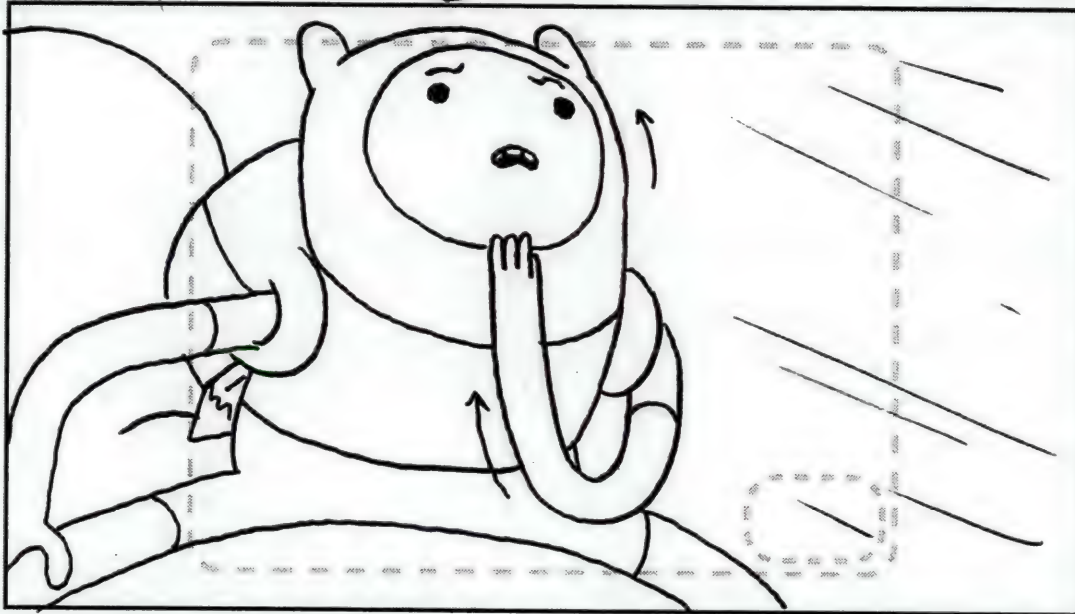
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ADVENTURE TIME

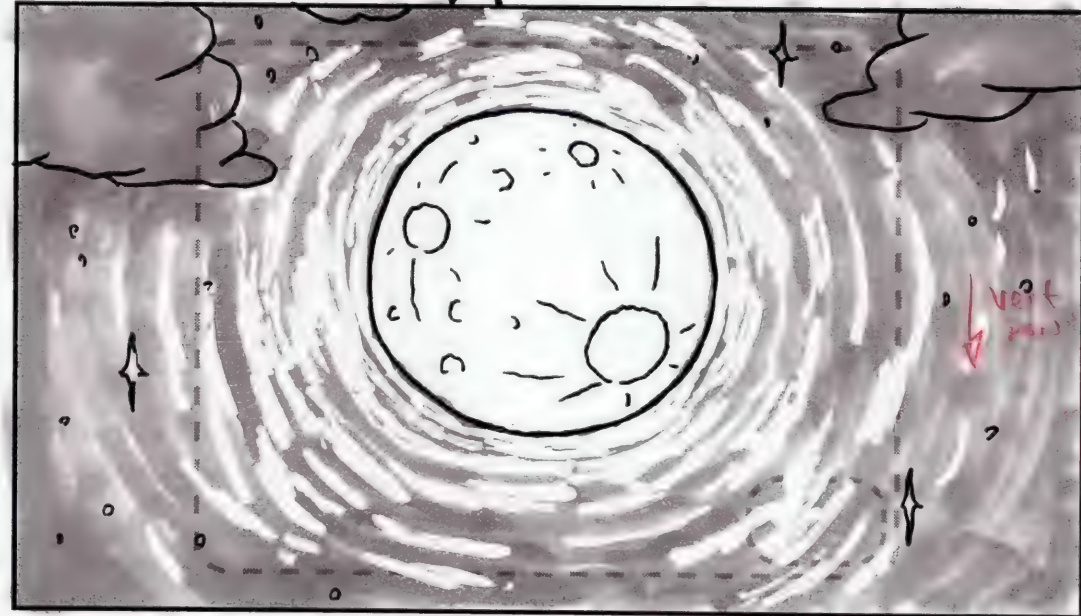


Page 159
159A NEXT
day night

Sc. 108 *CONT* Pnl. *B* Bg. day night



Sc. 109 Pnl. *A* Bg.



Dialog:

Action:

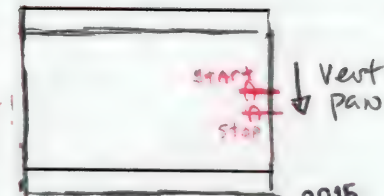
(Finn looks up at the moon)

Timing:

Multi-plane set up

pan clouds
slightly faster!

pan BG
very slow



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Production:

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1034/217

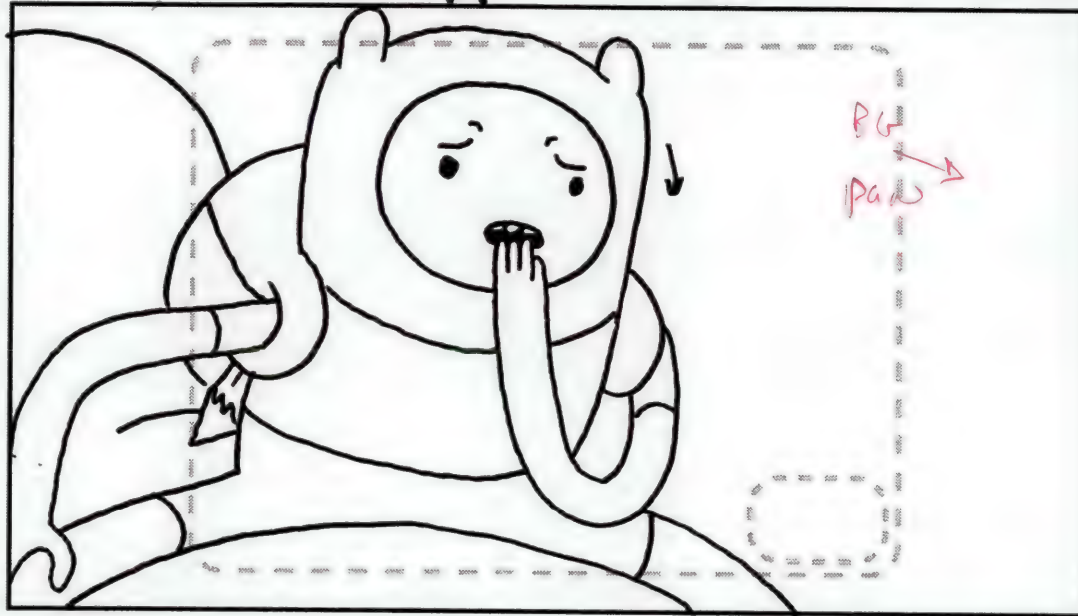
1034/217

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ADVENTURE TIME



Sc. 109A Pnl. A Bg. day night



Sc. 109B Pnl. A Bg. day night

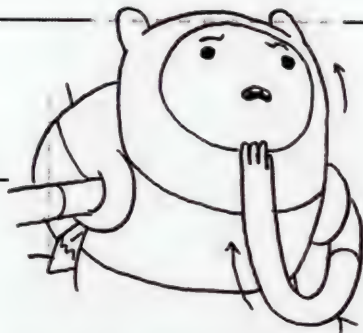


Page 159A
159B NEXT

Dialog: F/ Are you being literal or allegorical?

moon/ hehehe...

Action:



SP

Timing:

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EPISODE # 1034-217

Production:

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1034/217

ADVENTURE TIME



Sc. 109B *CONT* Pnl. *B*

Bg.

day night

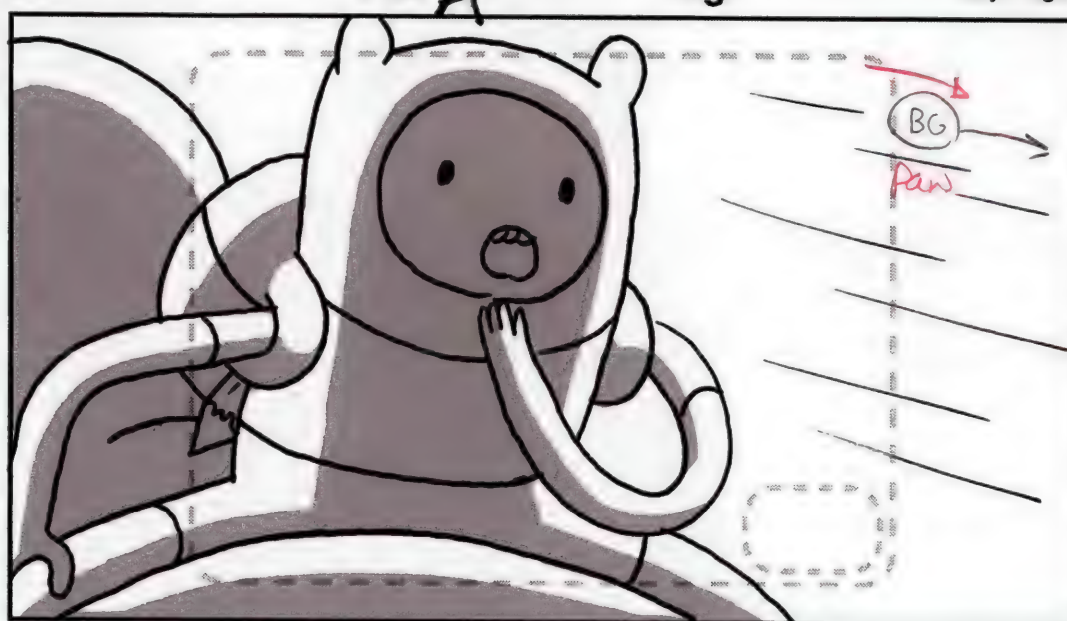
Sc. 109C

Pnl. *A*

Bg.

Page 159B

159C NEXT
day night



Dialog:

M: (laughs maniacally)

Action:

-moon's face becomes HIDEOUS.

Timing:

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Production:

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1034/217

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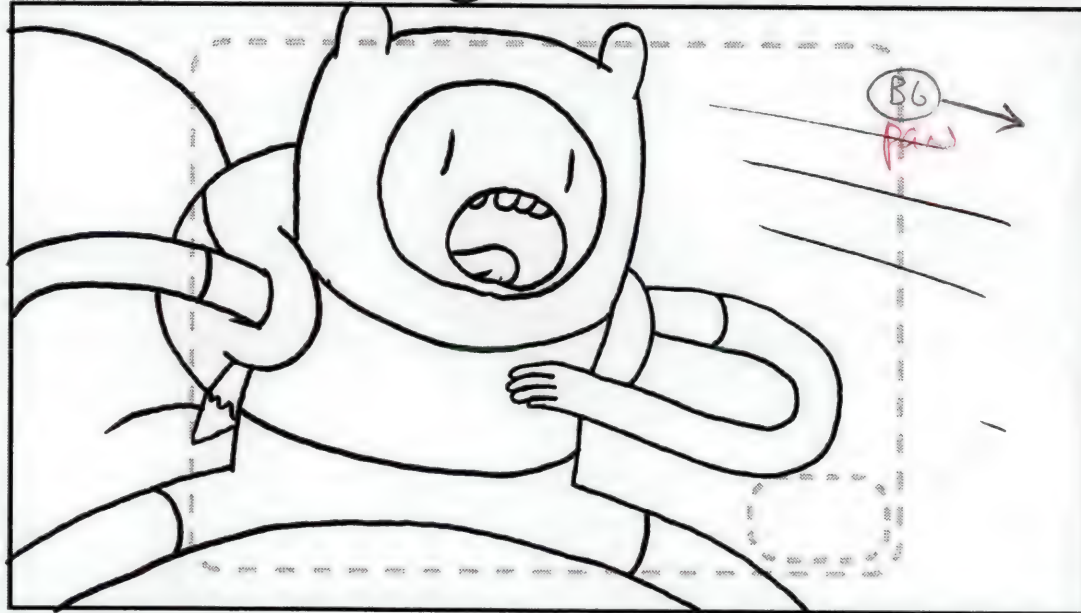
ADVENTURE TIME



Sc. 109C *CONT* Pnl. *B*

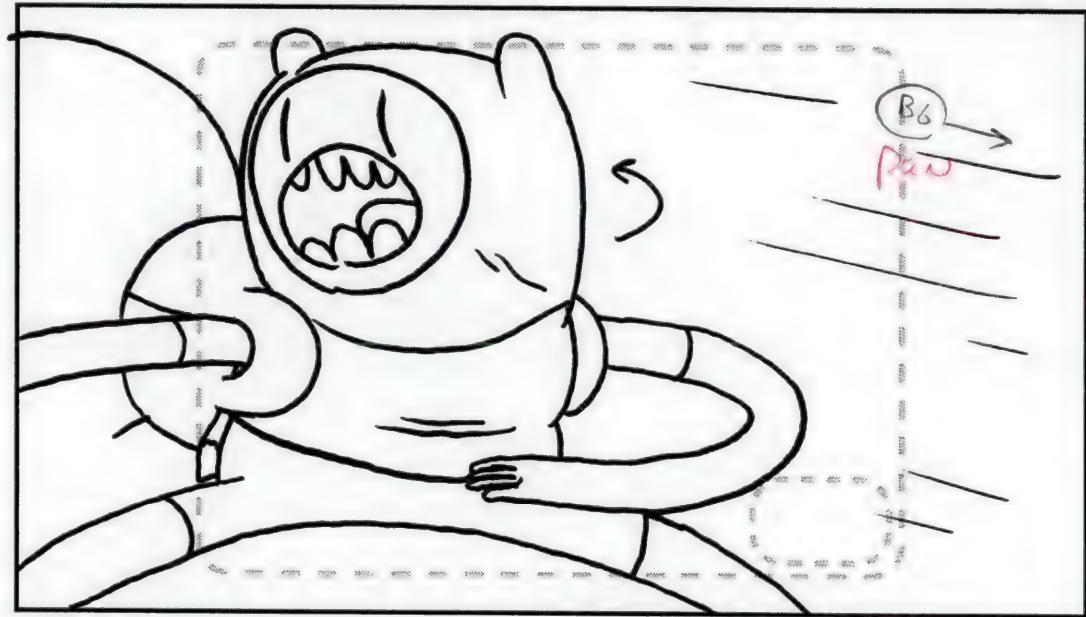
Bg.

day night



Sc. 109C *CONT* Pnl. *C*

Bg.



Page 159C
159D NEXT
day night

Dialog:

Finn / - me NO like !

Finn / RUN JAKE RUN !!!

Action:

Timing:

APR 28 2015

EPISODE # 1034-217

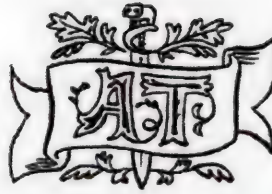
Production:

1034/217

1034/217

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ADVENTURE TIME



Page 159D

160 NEXT

Sc. 109D

Pnl. A

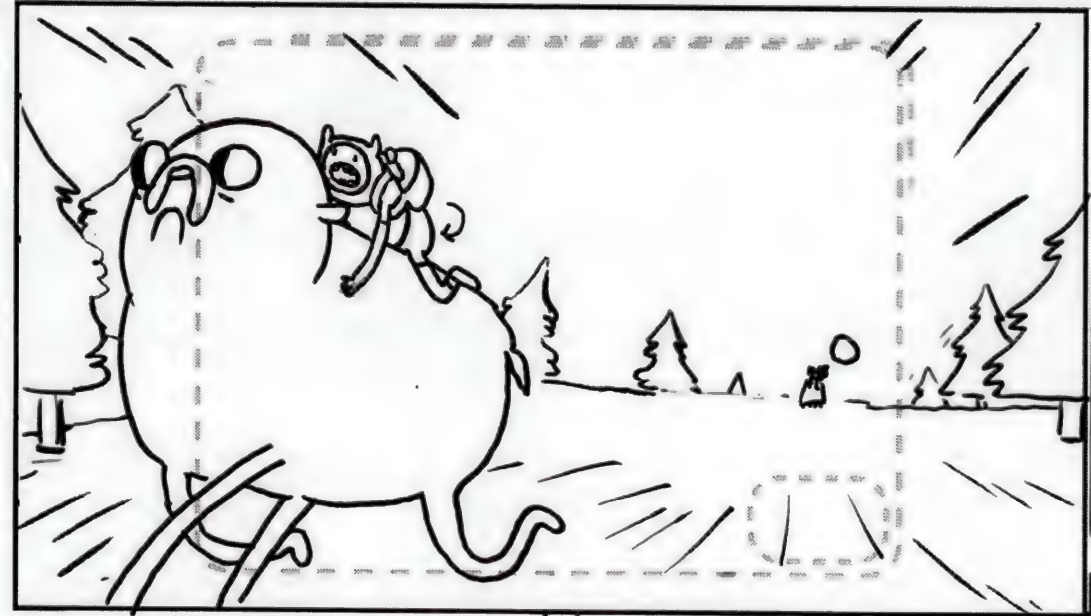
Bg.

day night

Sc. 109D *cont* Pnl. B

Bg.

day night



Dialog: Jake/ BUT SHE SAID I'M RUNNING
IN HER LIGHT!!

Finn/ WHO GIVES A DUKE,
JUST GO!

Action:

Timing:



APR 28 2015

EPISODE # 1034-217

Production:

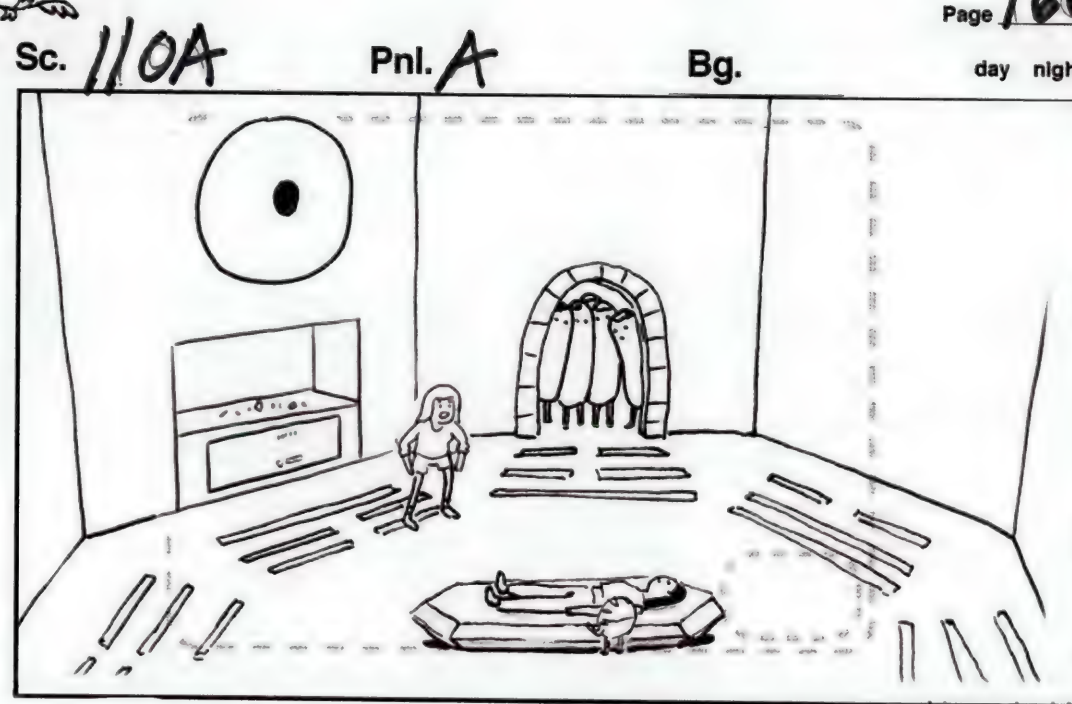
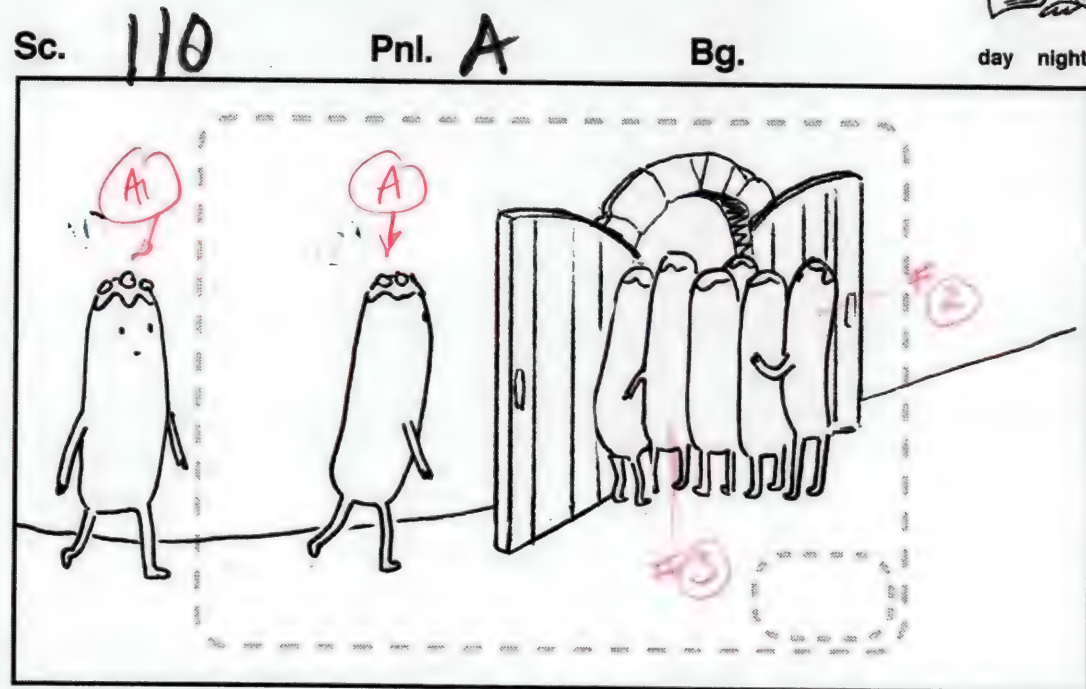
1034/217

1034/217

ADVENTURE TIME



Page **160**



Dialog: (PB) (OS) All right, where's your measuring equipment? (PB) I need to see some charts!

Action: -B. GUARDS GATHERED AT LAB DOOR.

Timing:



APR 28 2015

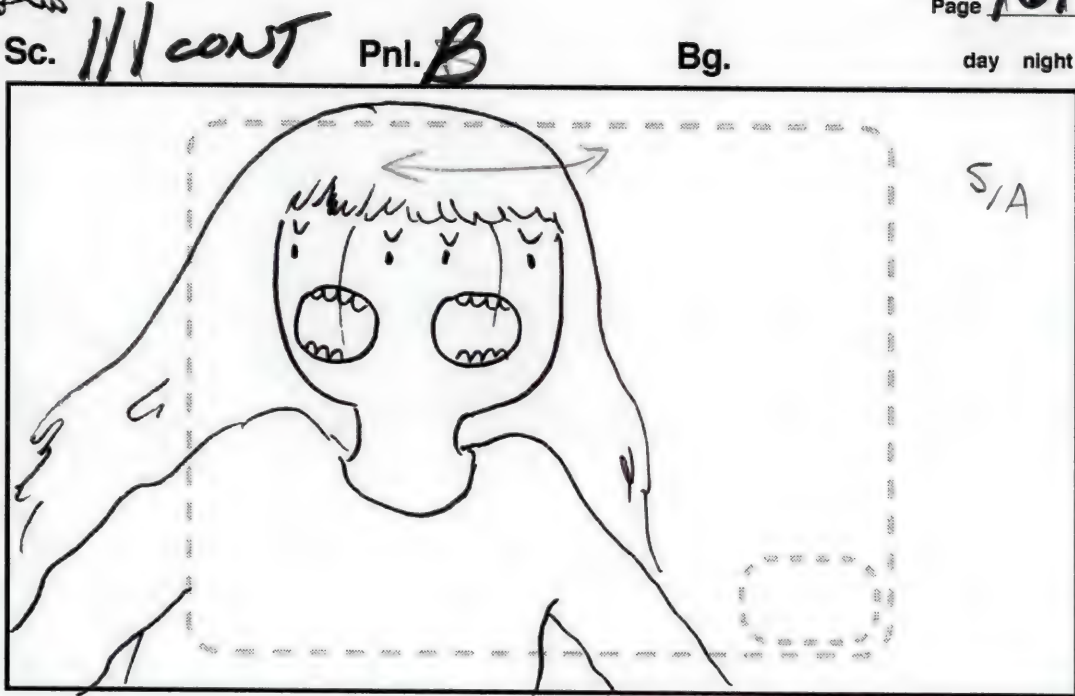
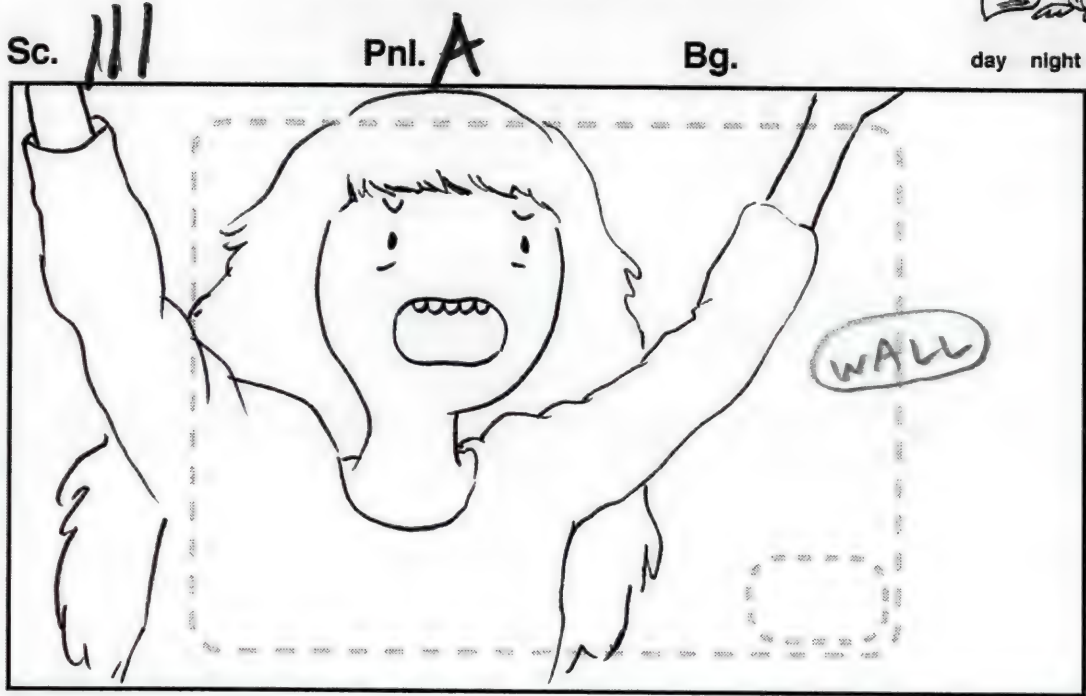
EPISODE # 1034-217

Production:

1034/217

1034/217

ADVENTURE TIME



Dialog:	<p>(PB) And tubes!</p>	<p>(PB) Where are your tubes!</p>
Action:	<p>- PB LOOKS AROUND WILDLY.</p>	
Timing:	<p>APR 28 2015</p>	

1034-217

EPISODE #

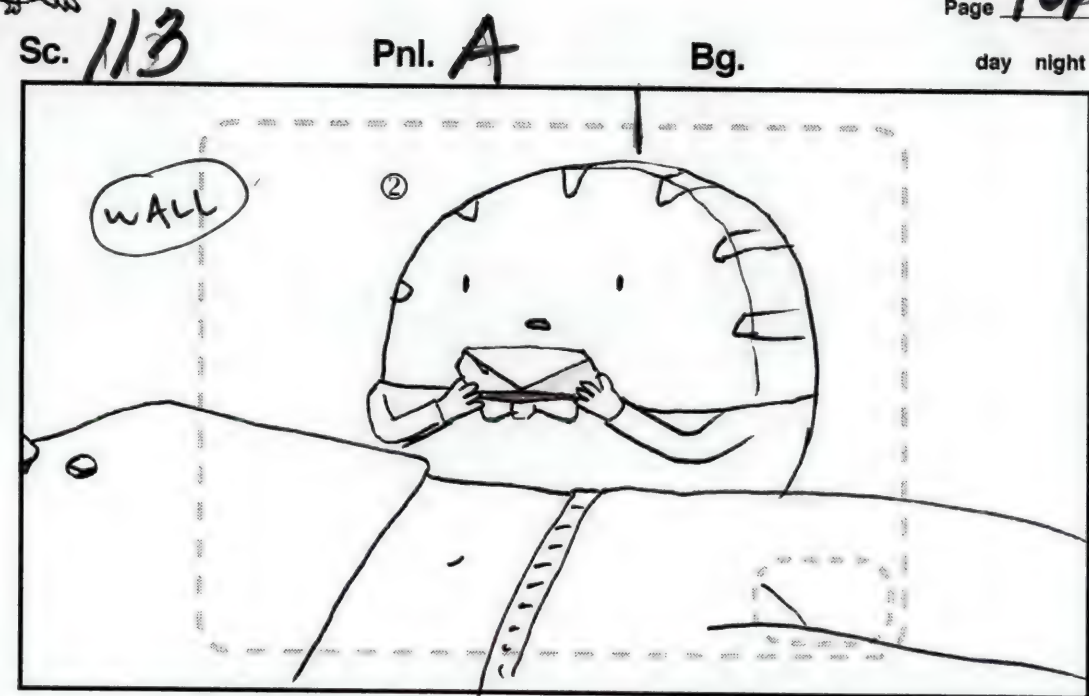
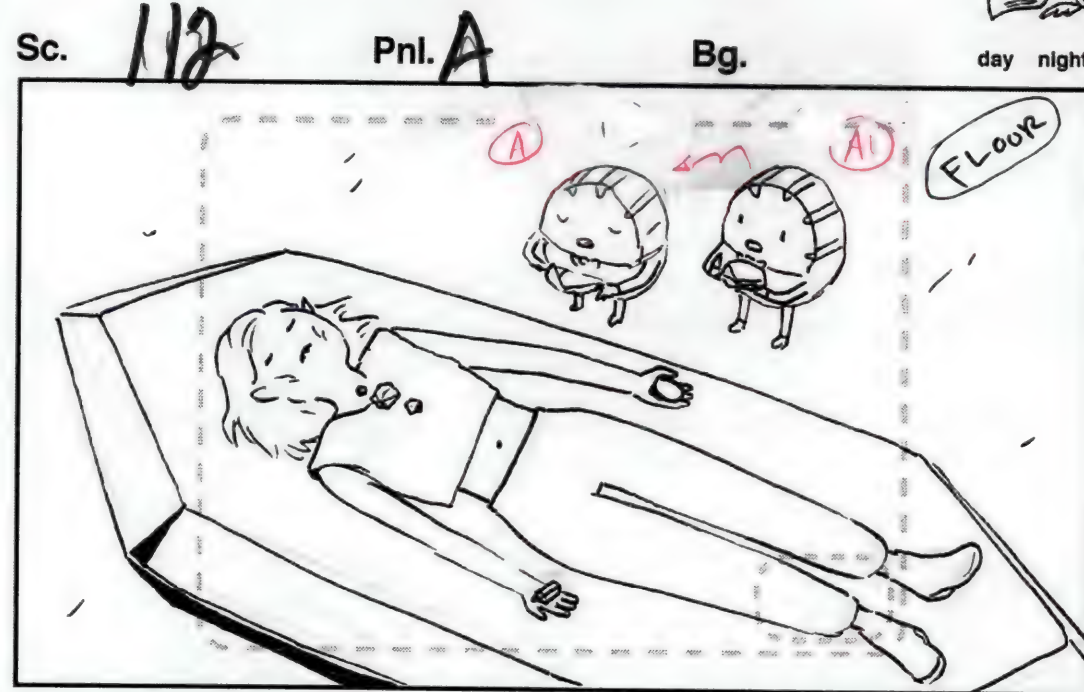
1034/217

Production:

ADVENTURE TIME



Page 162
day night



Dialog:

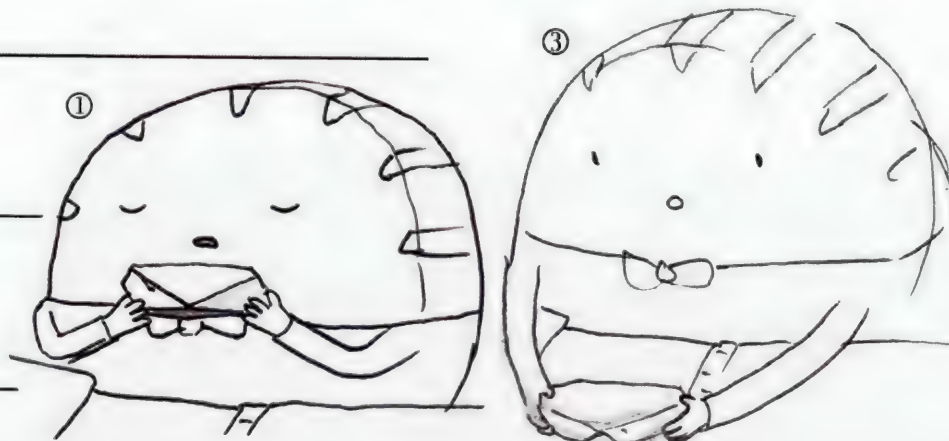
Pep This process uses no tubes and involves

Pep (cont'd) no quantifiable measurements

Action:

MARCELINE LIES ON SLAB.

Timing:



APR 28 2015

EPISODE # 1034-217

Production:

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1034/217

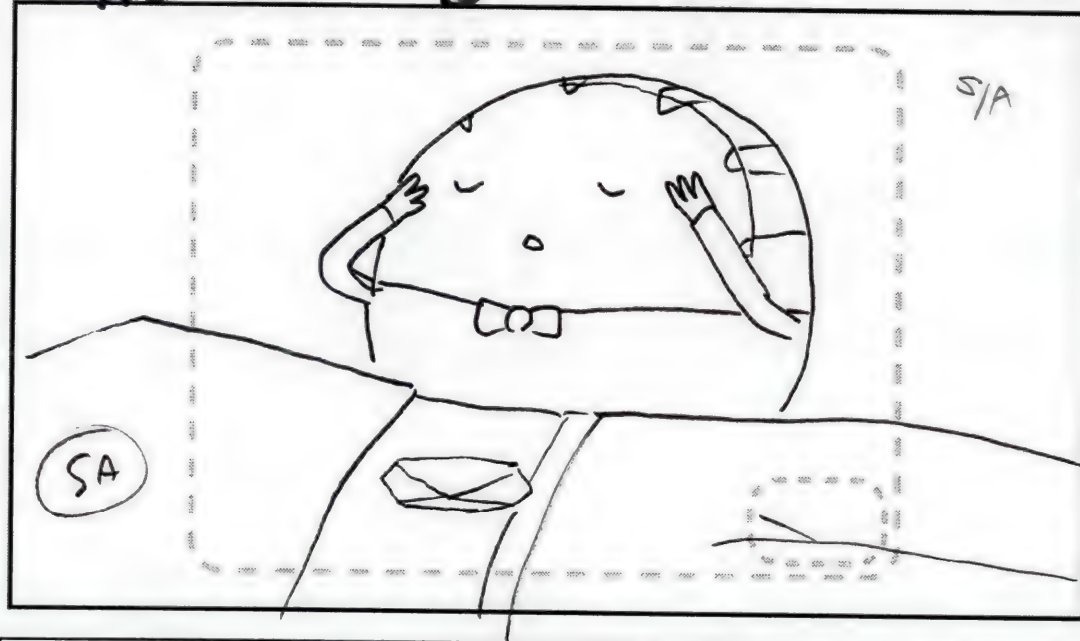
ADVENTURE TIME



Sc. **113 CONT** Pnl. **B**

Bg.

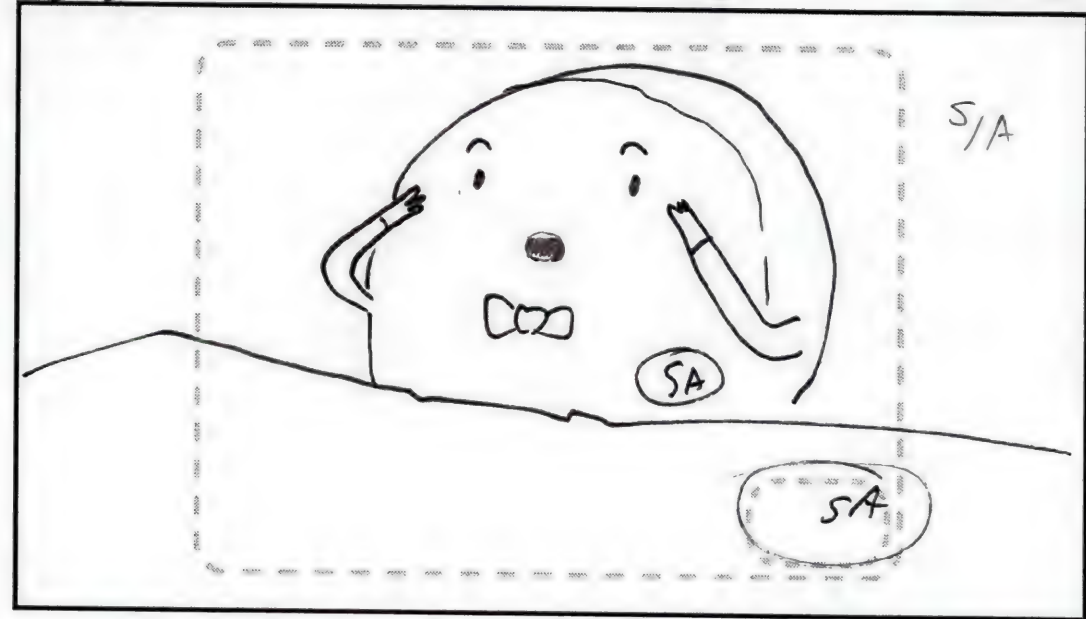
day night



Sc. **113 CONT** Pnl. **C**

Bg.

day night



Page **163**

Dialog:

Pep calm your mind and let the crystal medium work its ma—

Action:

- PEP BUT
CATCHES
HIMSELF

Timing:

- Pep
eye darts



APR 28 2015

EPISODE # 1034-217

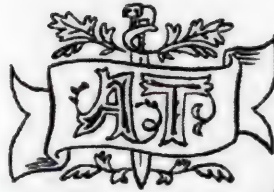
Production:

1034/217

1034/217

1034/217

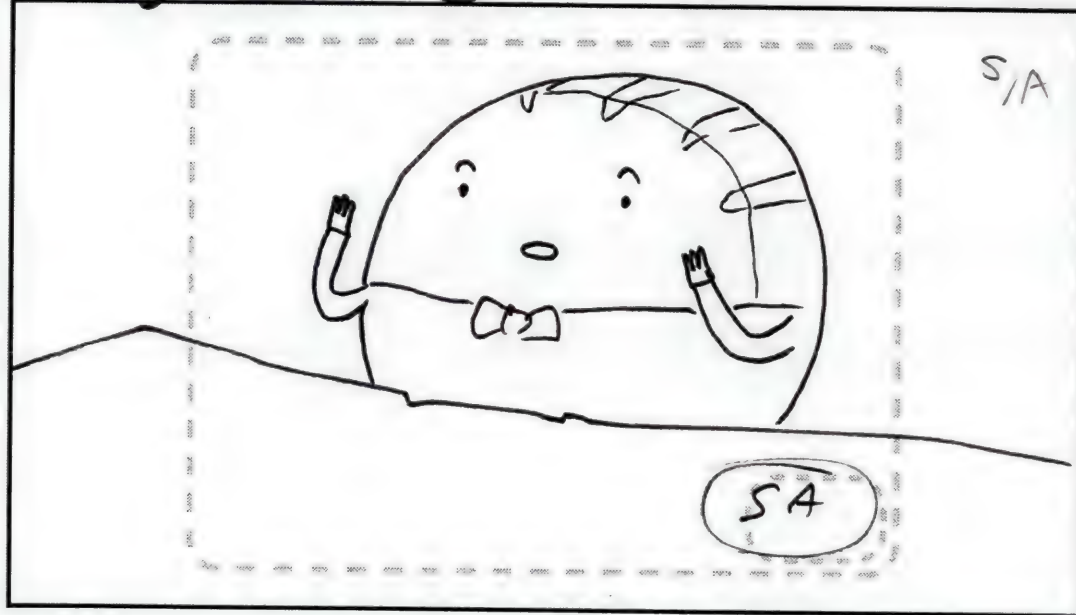
ADVENTURE TIME



Sc. 113 CONT Pnl. D

Bg.

day night

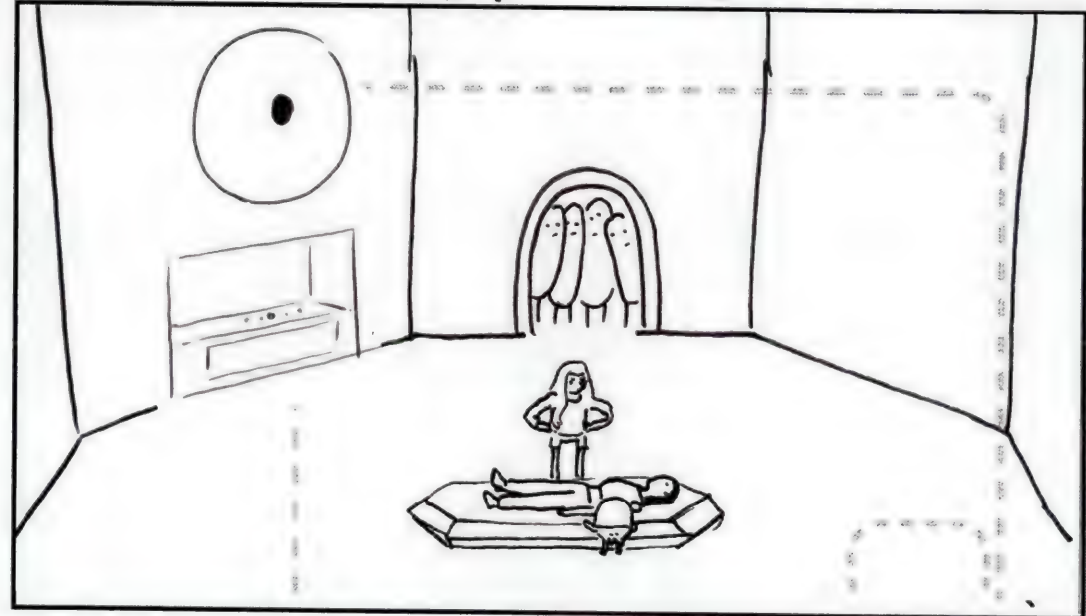


Sc. 114

Pnl. A

Bg.

day night



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Dialog:

Pep ... its science

PB 2 [Sigh]

Action:

Timing:

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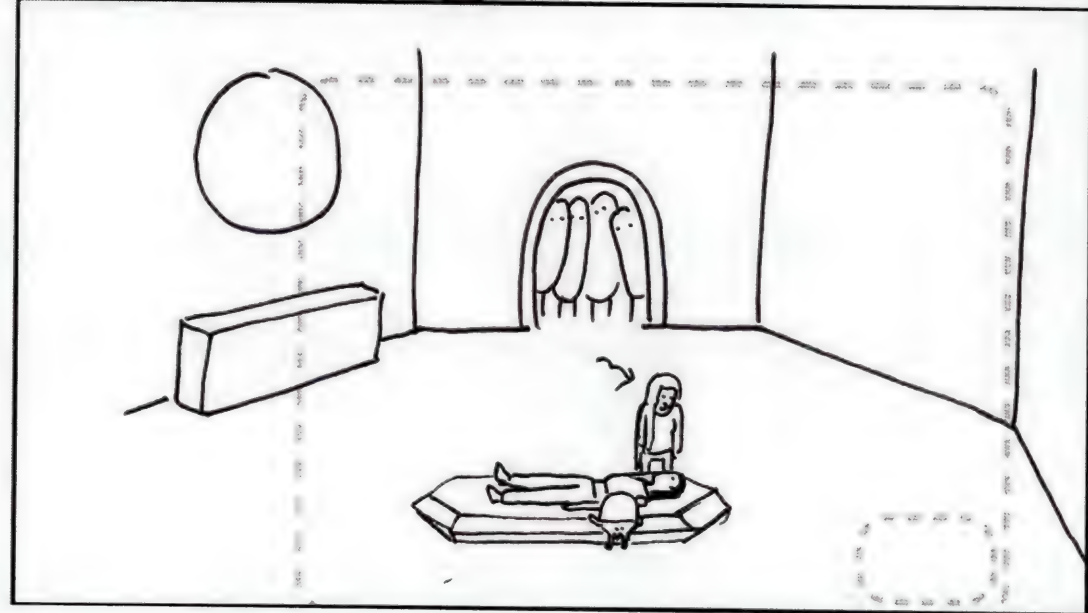
ADVENTURE TIME



Sc. 114 CONT Pnl. B

Bg.

day night



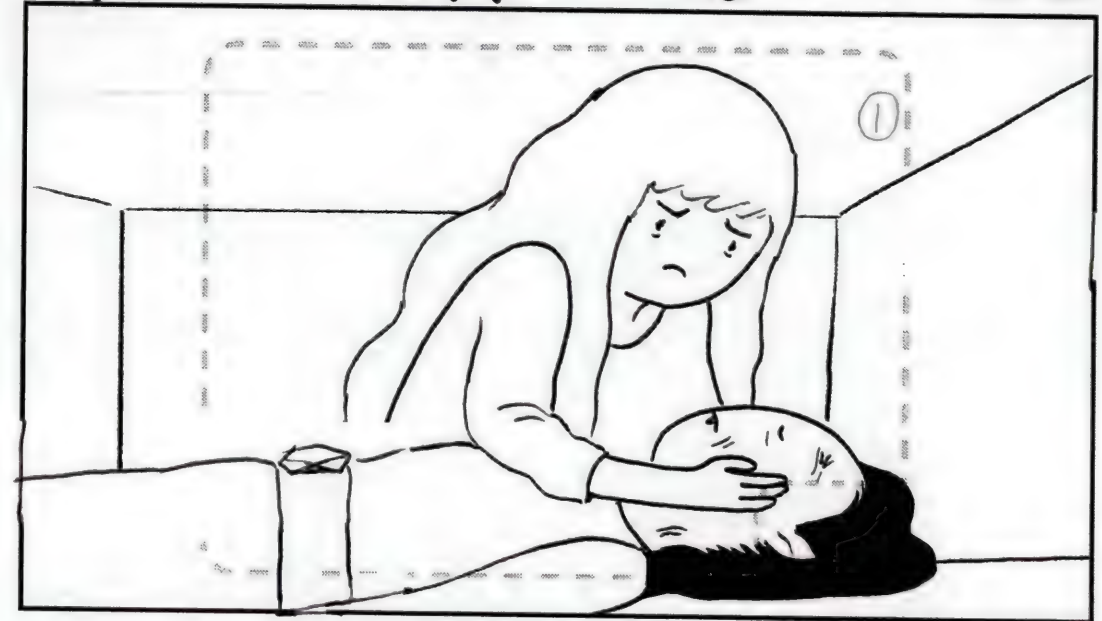
Sc. 115

Pnl. A

Bg.

Page 165

day night



Dialog:

Action:

Timing:



APR 28 2015

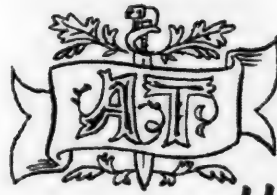
EPISODE # 1034-217

Production:

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1034/217

ADVENTURE TIME



Sc. 115 CONT Pnl. B

Bg.

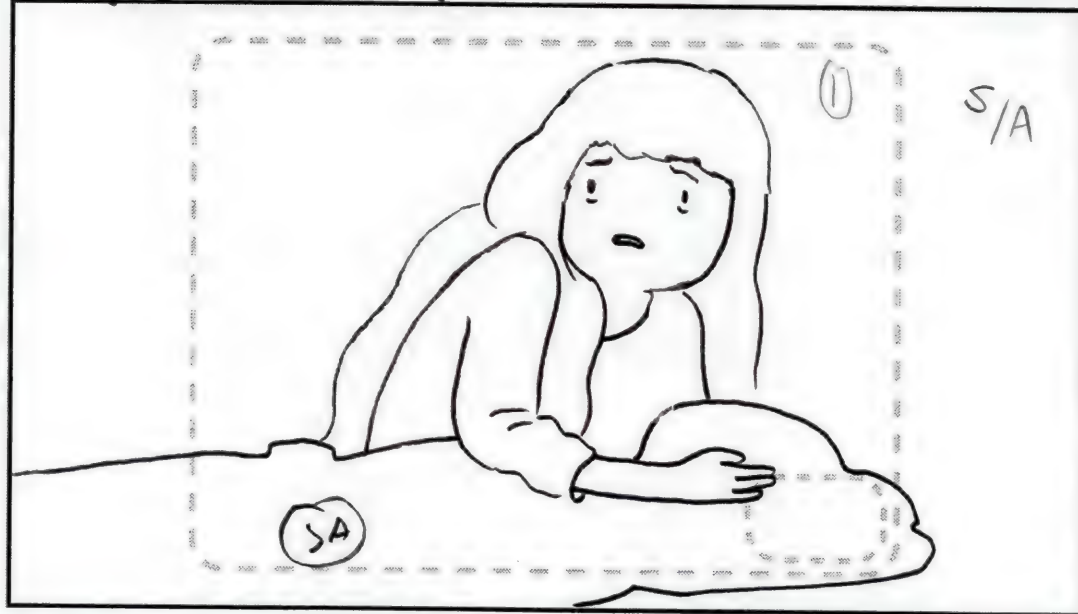
day night

Sc. 116

Pnl. A

Bg.

Page 166
day night



Dialog:

(P) All right, pep.

(M) labored
(breathing)

Action:

Timing:

APR 28 2015

EPISODE # 1034-217

Production:

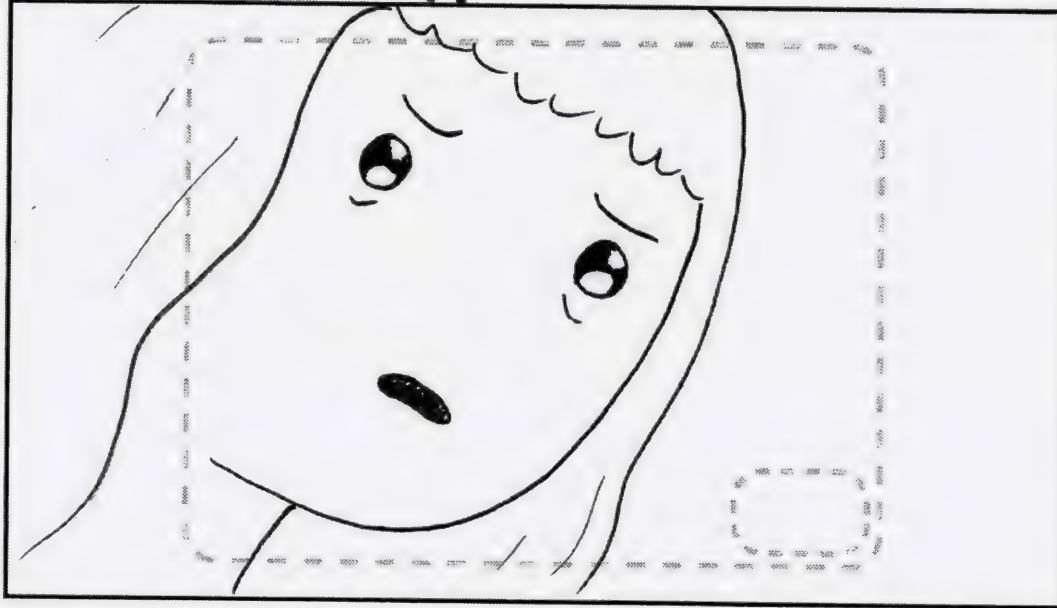
1034/217

1034/217

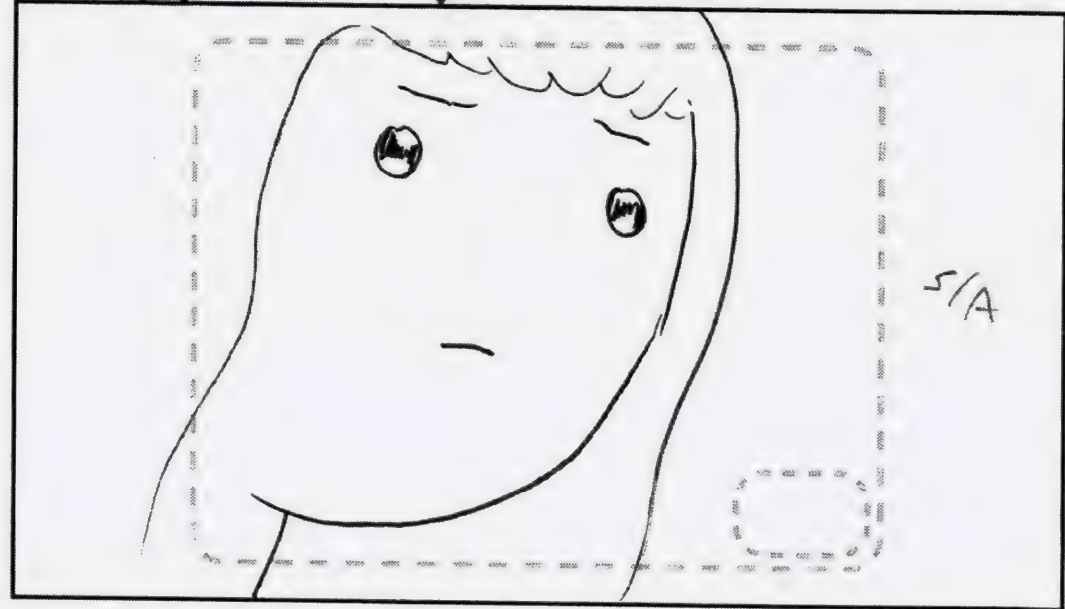
ADVENTURE TIME



Sc. **117** Pnl. **A** Bg. day night



Sc. **117 CONT** Pnl. **B** Bg. day night



S/A

Dialog:

(PB) I just wish I could do more for her (BG) (OS) SOB! ;

Action:

Timing:

APR 28 2015

EPISODE # 1034-217

Production:

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ADVENTURE TIME

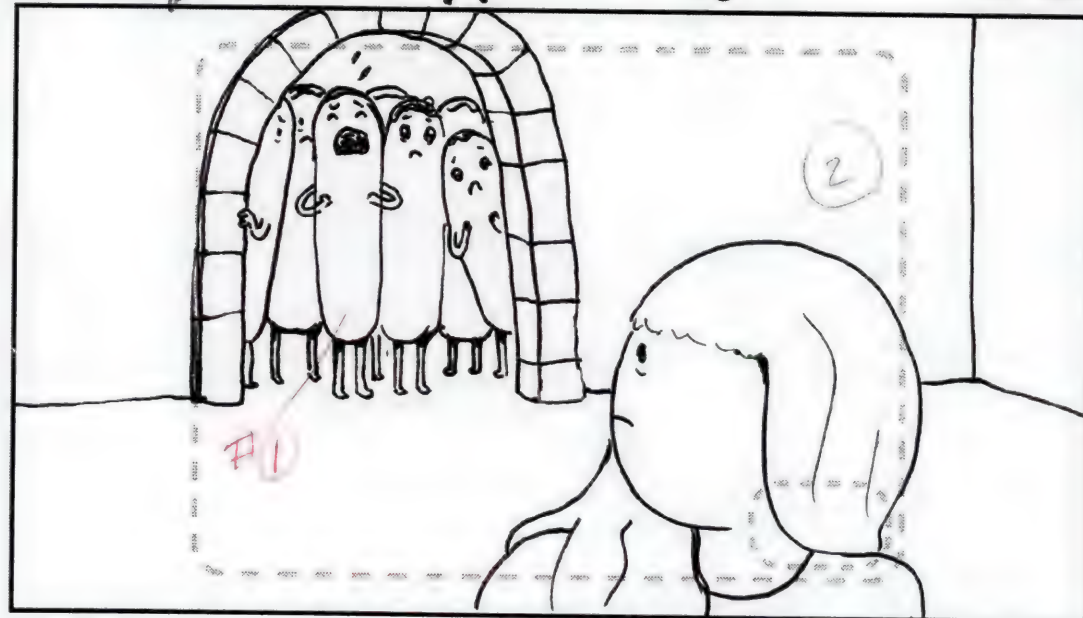


Sc. 118

Pnl. A

Bg.

day night

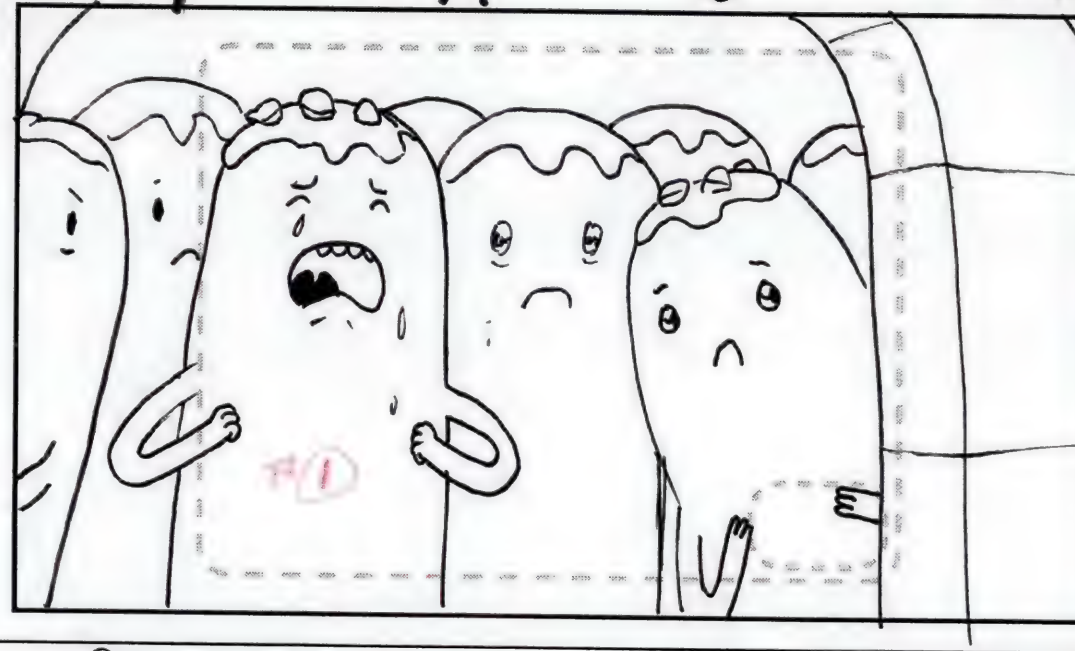


Sc. 119

Pnl. A

Bg.

Page 168
day night



Dialog:

B6 (sobbing)

Action:

Timing:



B6 Sobbing
PB: There ...



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ADVENTURE TIME



Sc.

119 CONT Pnl. B

Bg.

day night

Sc.

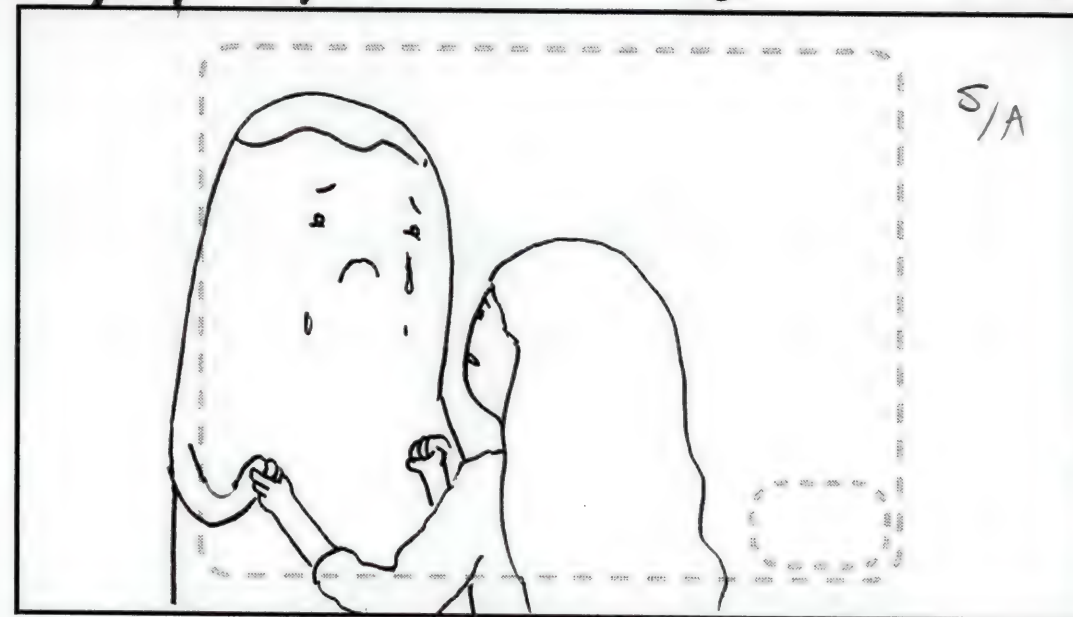
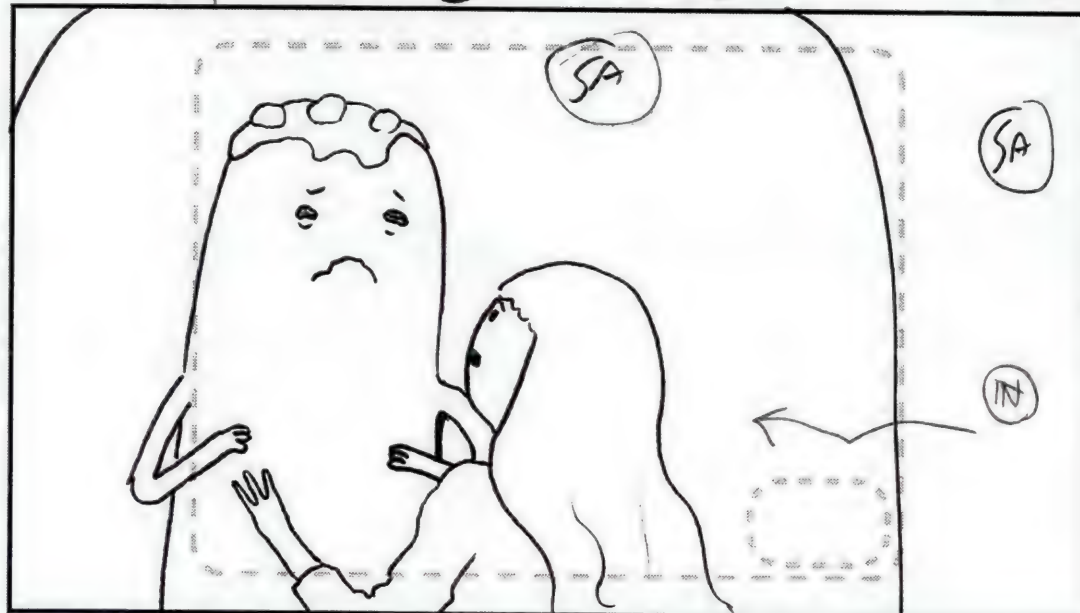
119 CONT Pnl. C

Bg.

Page

169

day night



Dialog:

(PB) there . . .

(PB) we're all worried about Marceline

Action:

-PB WALKS ON/S.

APR 28 2015

Timing:

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Production:

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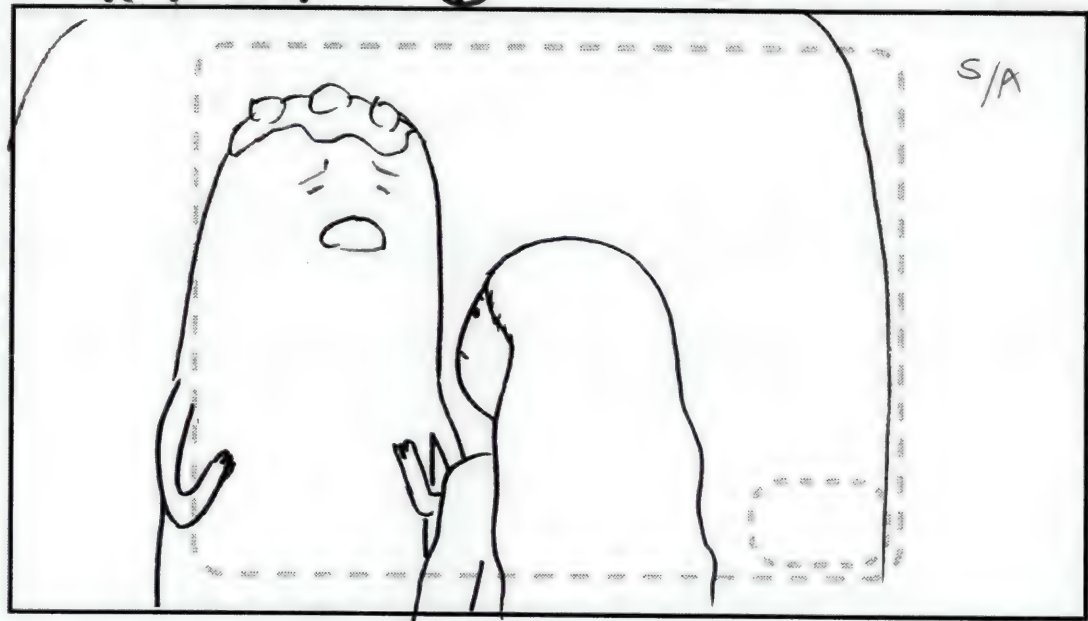
ADVENTURE TIME



Sc. **119 cont** Pnl. **D**

Bg.

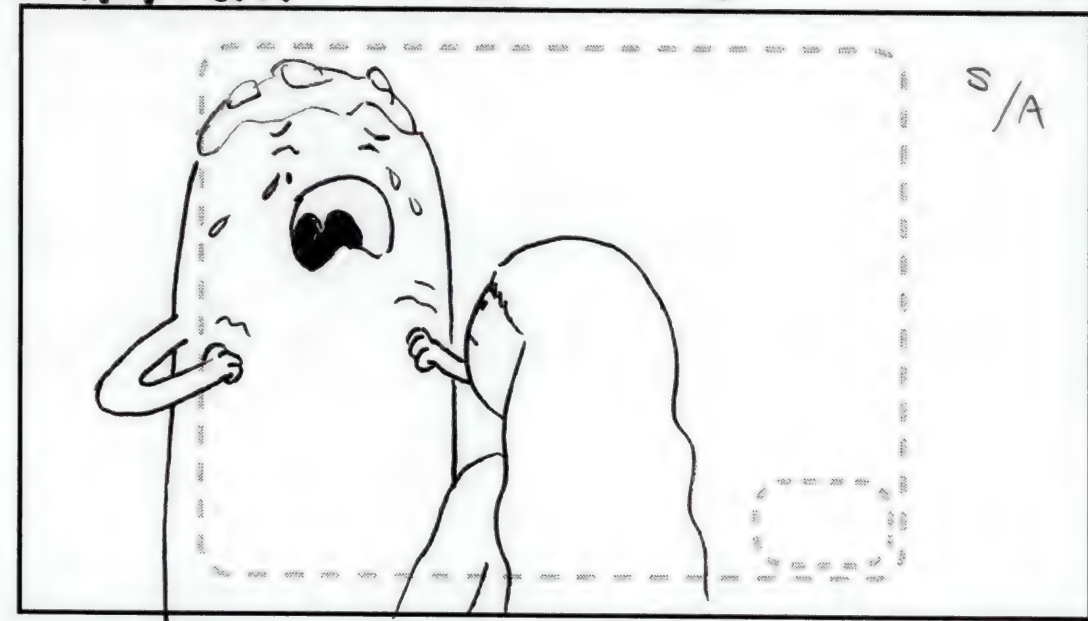
day night



Sc. **119 cont** Pnl. **E**

Bg.

day night



Page **170**

Dialog:	
B6 that's not really why i'm crying	B6 princess, we really miss you!
Action:	
Timing:	

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EPISODE # **1034-217**
Production:

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1034/217

ADVENTURE TIME

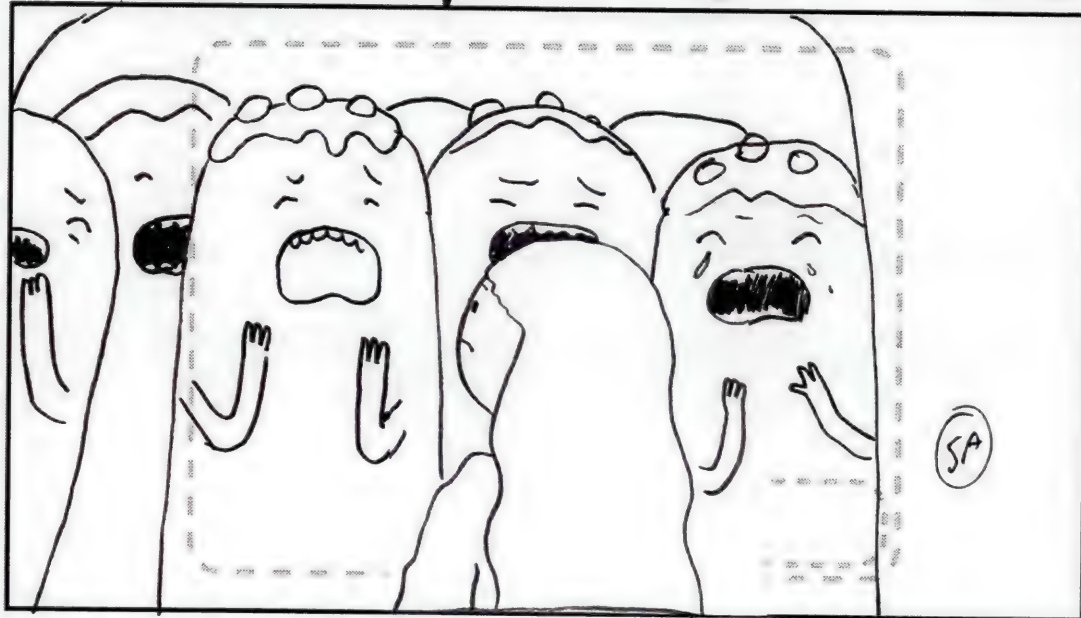


Sc.

119 CONT Pnl. F

Bg.

day night



Sc.

120

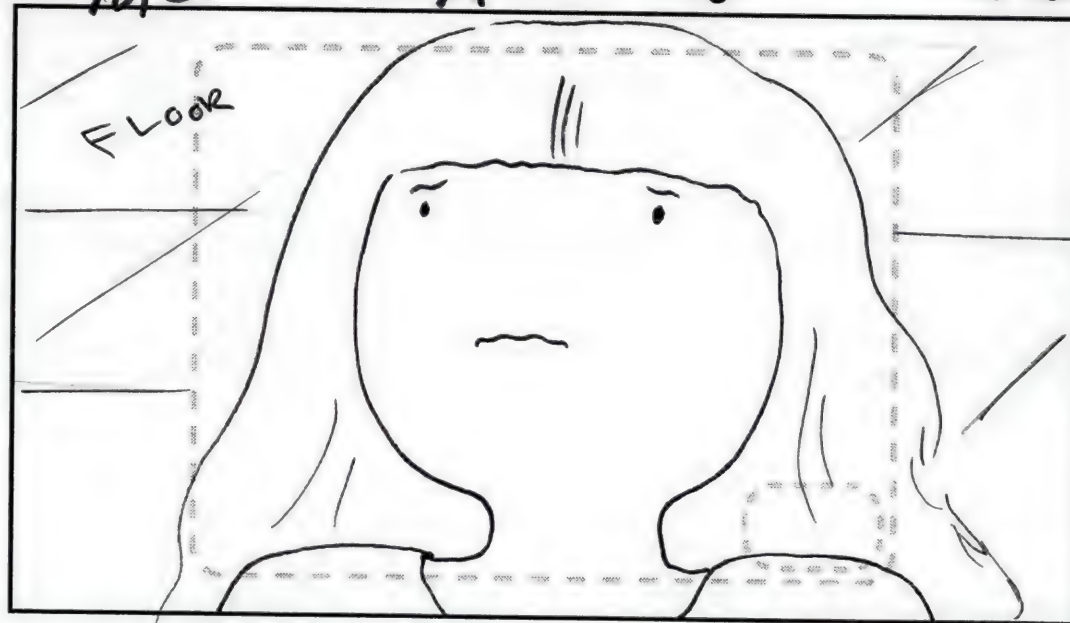
Pnl. A

Bg.

Page

171

day night



Dialog:

(BG) Bwahahaw!



Action:

-OTHER B. GUARDS JOIN IN CRYING.

Timing:

APR 28 2015

EPISODE # 1034-217

Production:

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1034/217

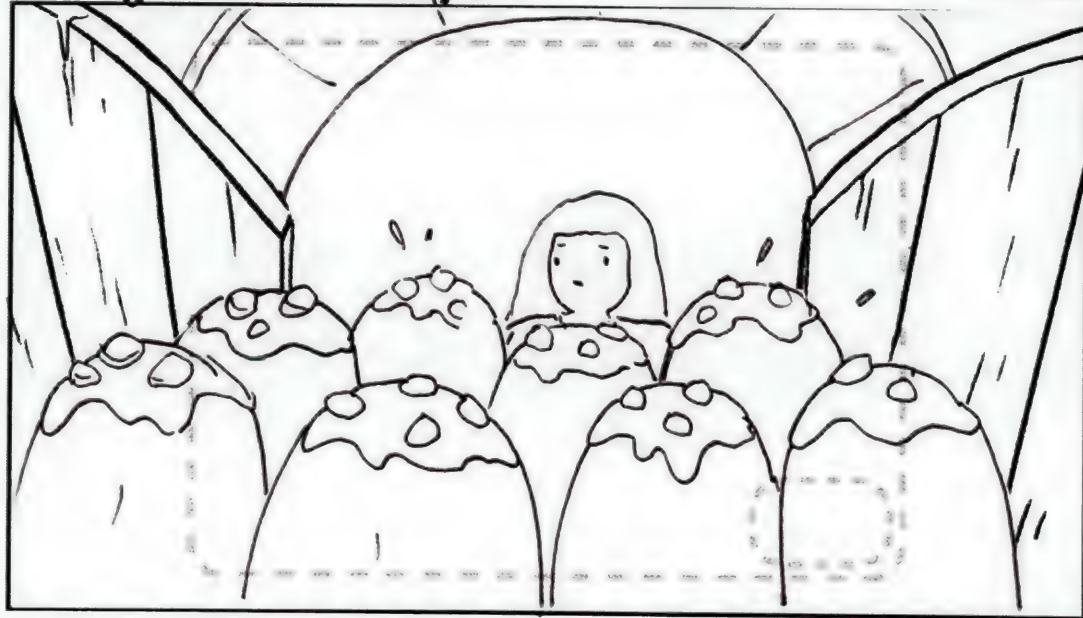
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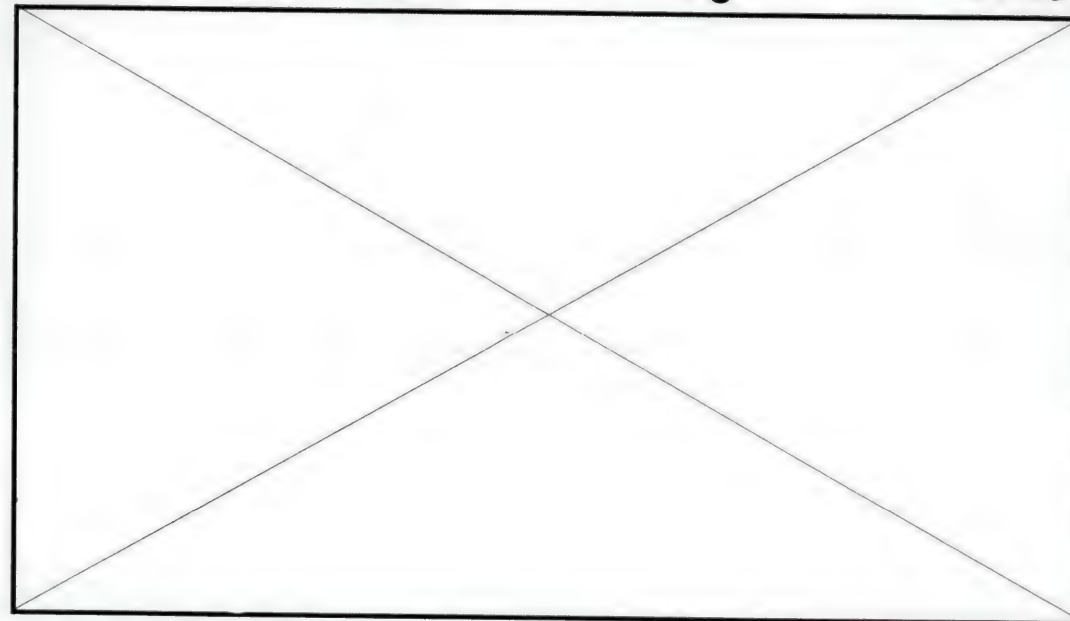
ADVENTURE TIME



Sc. 121 Pnl. A Bg. day night



Sc. Pnl. Bg. Page 172 day night



Dialog:

BGS: continue crying

Action:

Timing:

APR 28 2015

EPISODE # 1034-217

Production:

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1034/217

ADVENTURE TIME

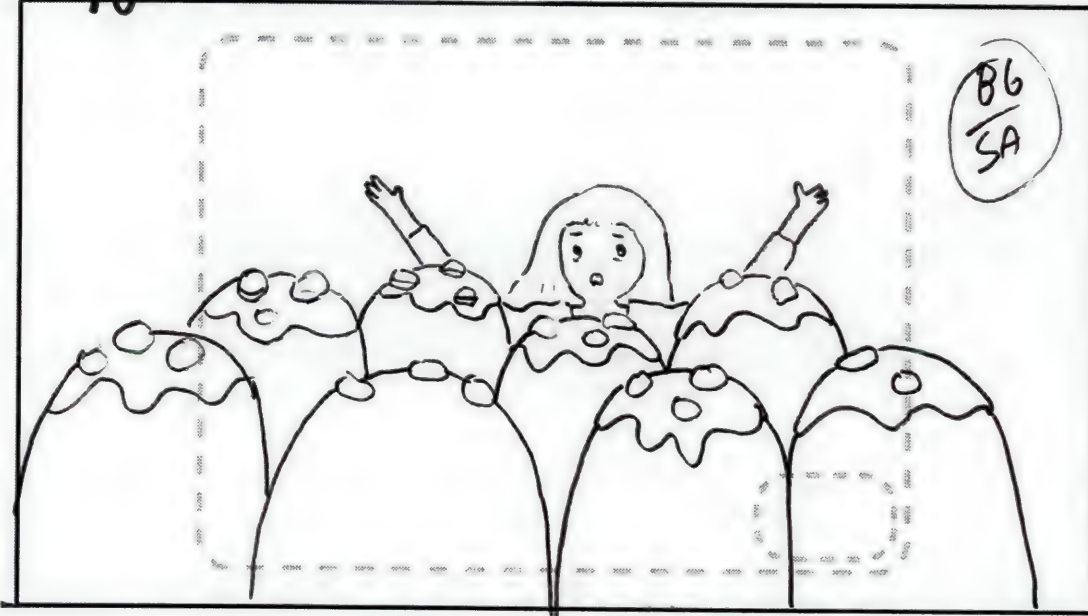


Page 173
day night

Sc. 121 CONT Pnl. B

Bg.

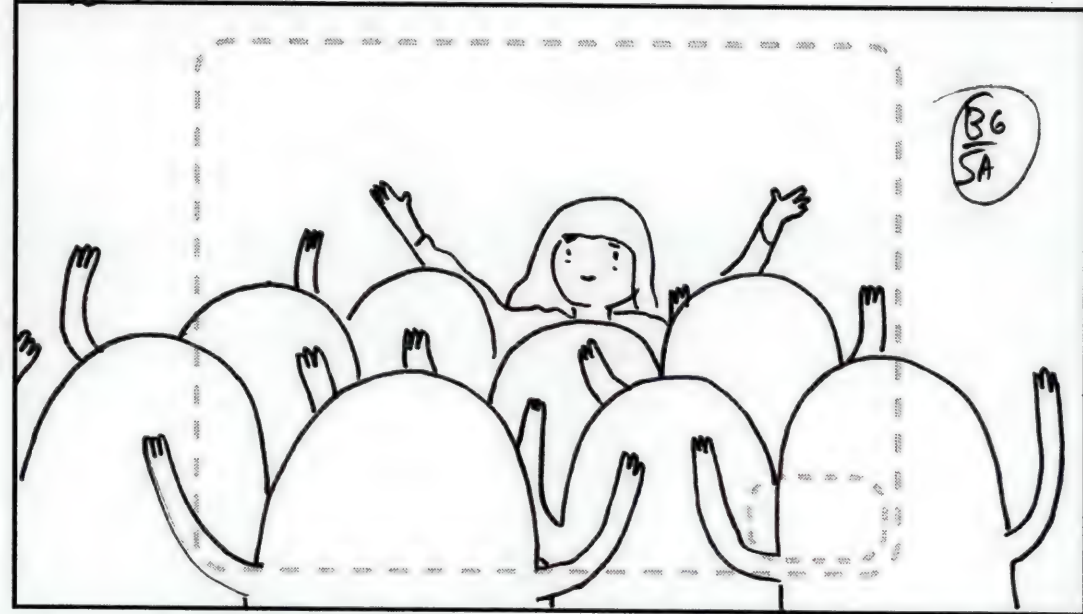
day night



Sc. 121 CONT Pnl. C

Bg.

day night



Dialog:

PB: C'MON GUYS, IT'S ALRIGHT...

Action:

PB RAISES ARMS.

-B GUARDS RAISE ARMS.

APR 28 2012

Timing:

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Production:

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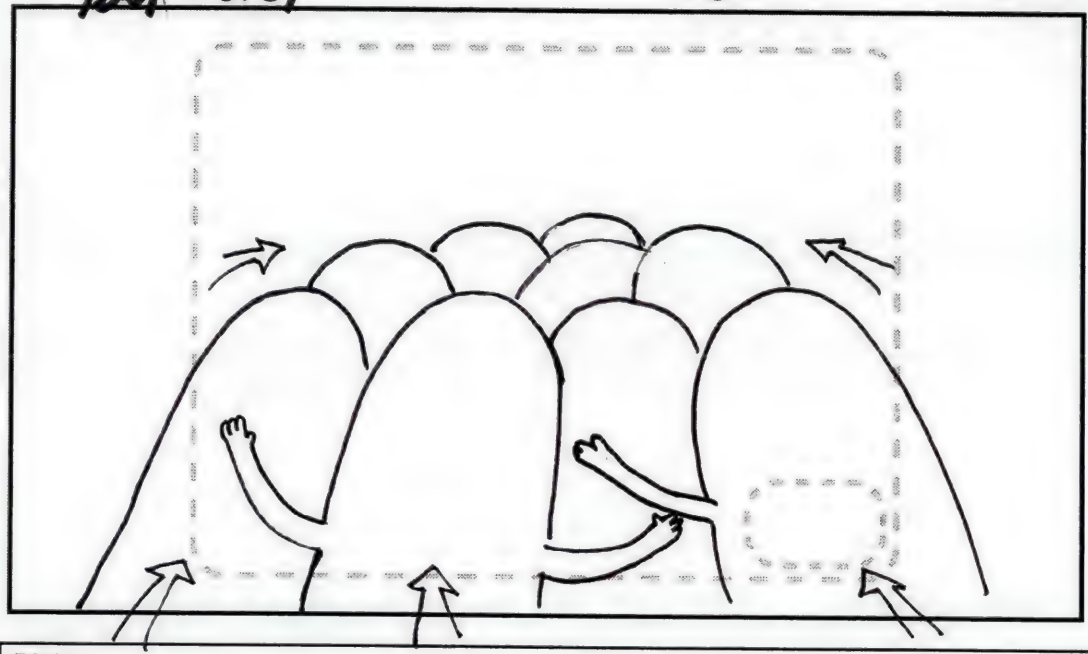
ADVENTURE TIME



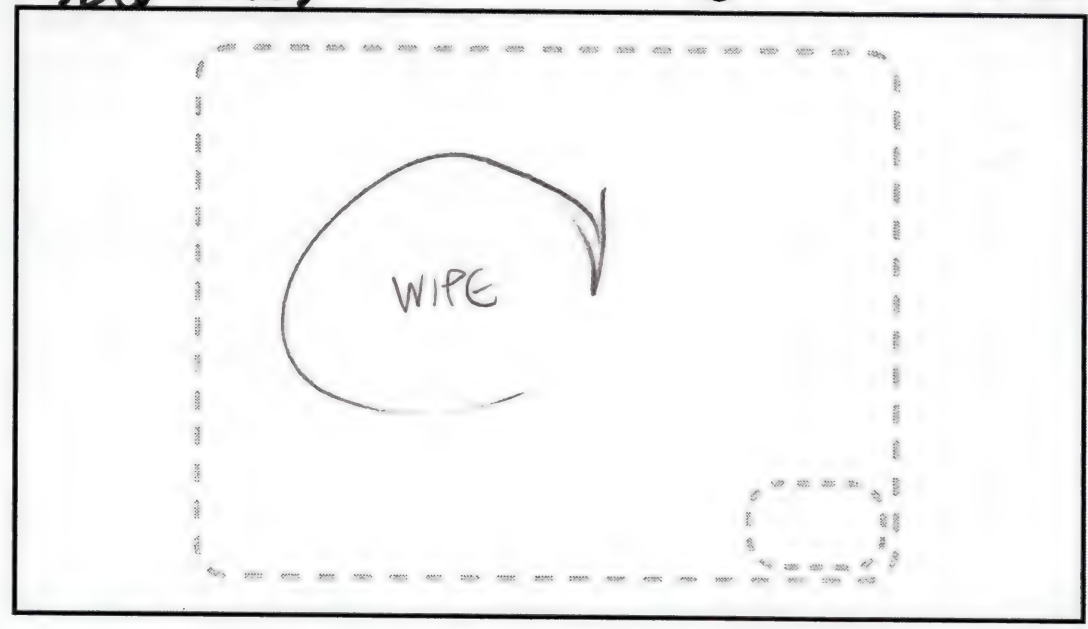
IN

Page 174
day night

Sc. 121 CONT Pnl. D Bg. day night



Sc. 121 CONT Pnl. Bg. day night



Dialog:
<u>PB</u> : WHOA
Action:
- B-GUARDS HUG PB SIMULTANEOUSLY.
Timing:

APR 28 2015

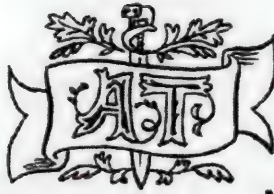
EPISODE # 1034-217

Production:

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ADVENTURE TIME

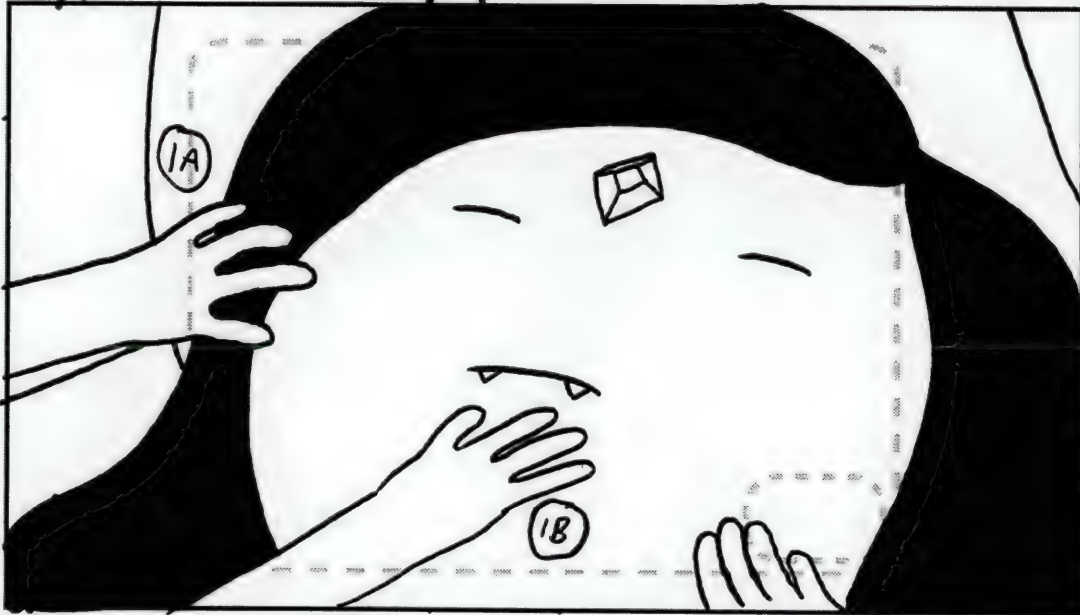


Sc. 122

Pnl. A

Bg.

day night



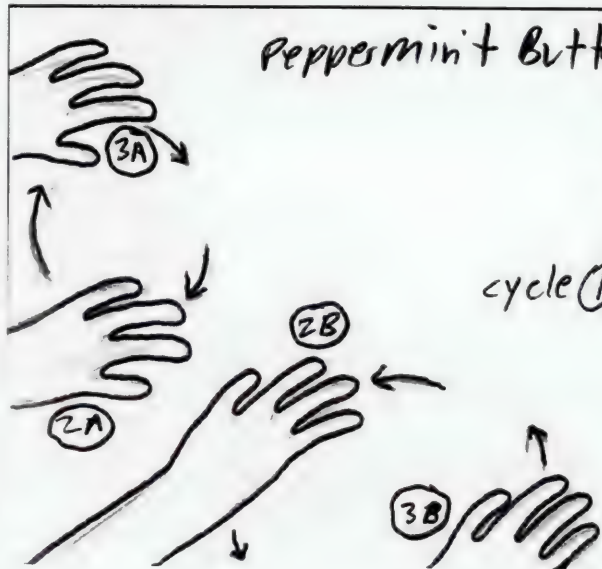
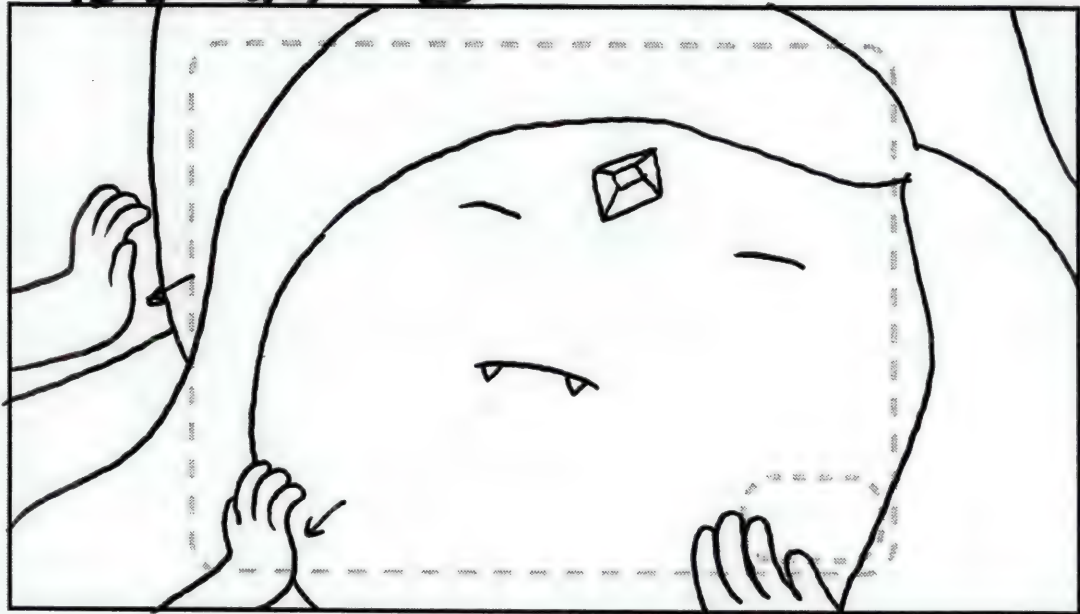
Sc. 122 cont Pnl. B

Bg.

Page

175

day night



Peppermint Butter/ Shu-shu-shu-shu x2
(like ayahuasca shaman)
(ask Jesse if you don't
know what this
sounds like)
cycle ①-②-③ x 2

APR 28 2015

EPISODE # 1034-217

Production:

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1034/217

ADVENTURE TIME

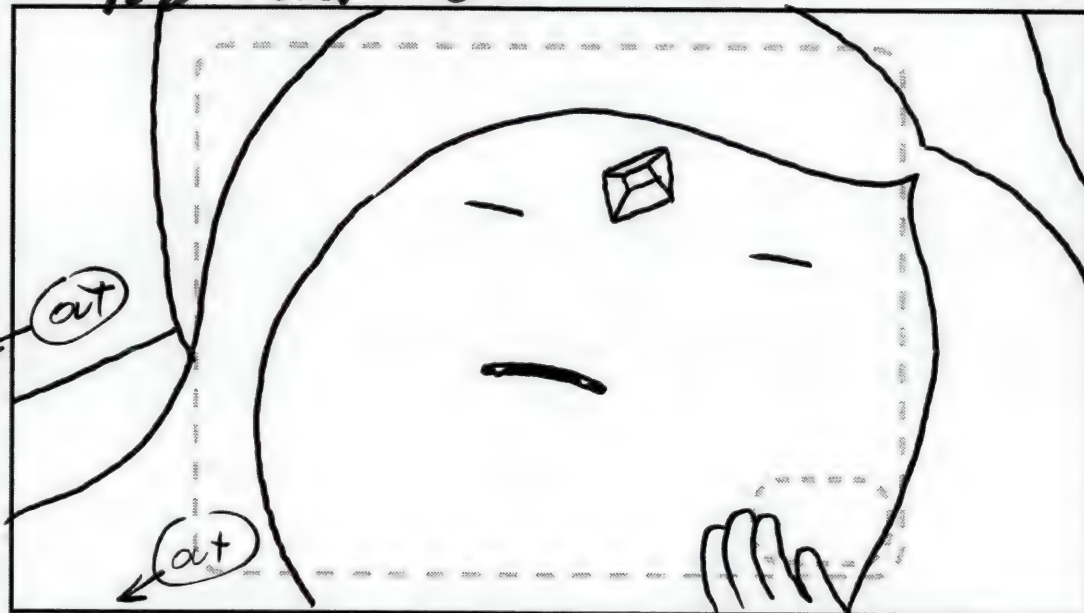


Page **176**
day night

Sc. **122 cont** Pnl. **C**

Bg.

day night

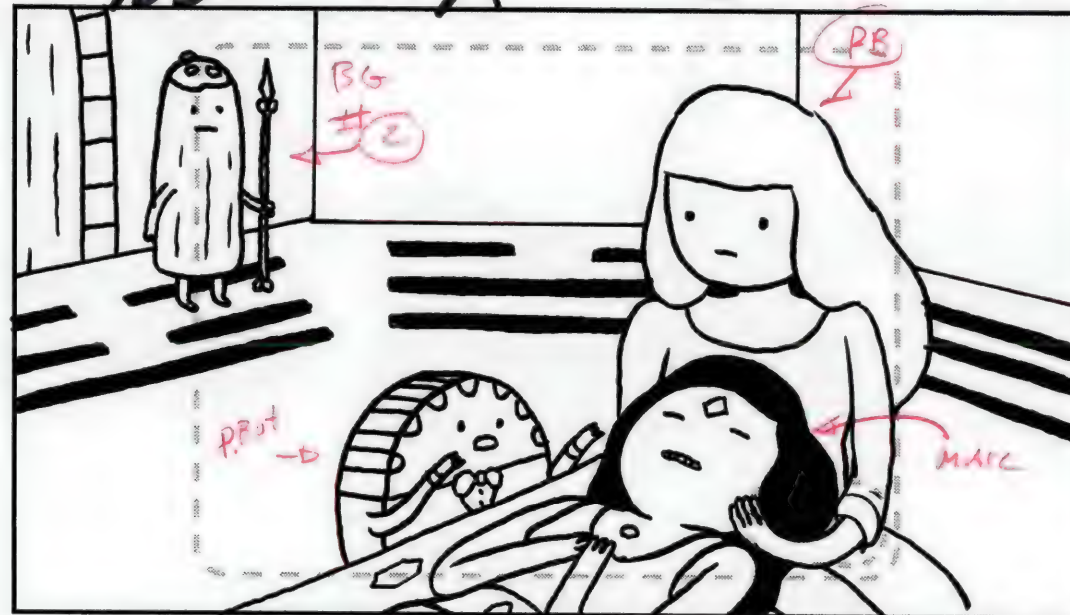


Sc. **123**

Pnl. **A**

Bg.

day night



Dialog:

(marceline emits a light whisp of air)

Pepbut/ OKay finished.

Action:

Timing:

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EPISODE # 1034-217

Production:

1034/217

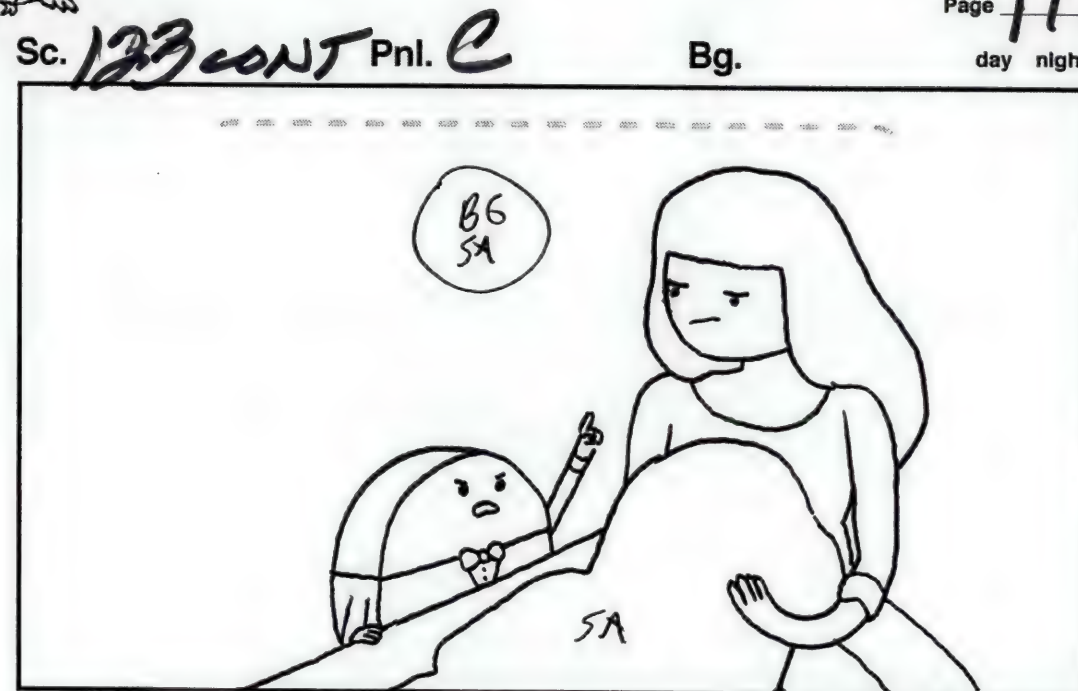
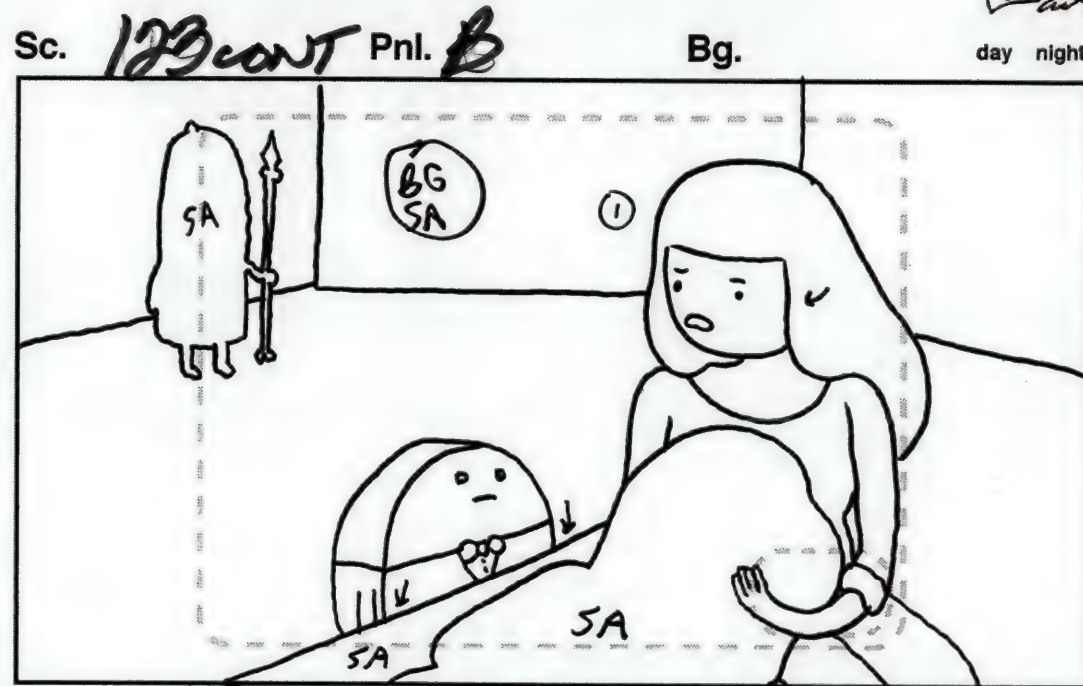
1034/217

1034/217

ADVENTURE TIME



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day night



Dialog: Princess B / ① That's it? You just go
② "shu-shu-shu" with your hands?

Peppert / ① Don't question my methods.
② This is my world.

Action:

Timing:



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Production:

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1034/217

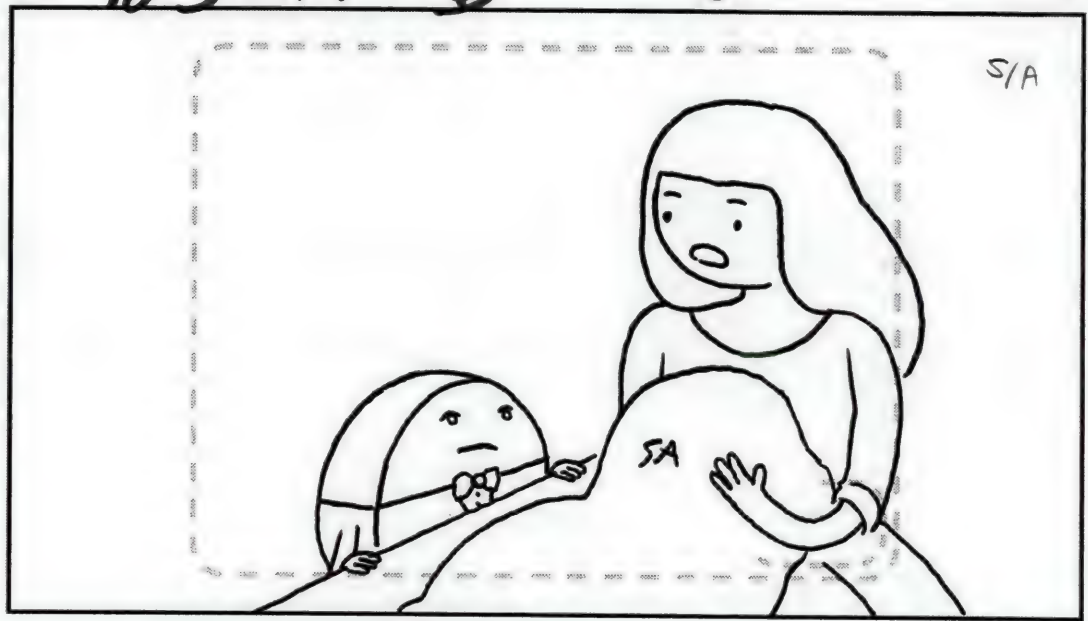
ADVENTURE TIME



Sc. **123 CONT** Pnl. **D**

Bg.

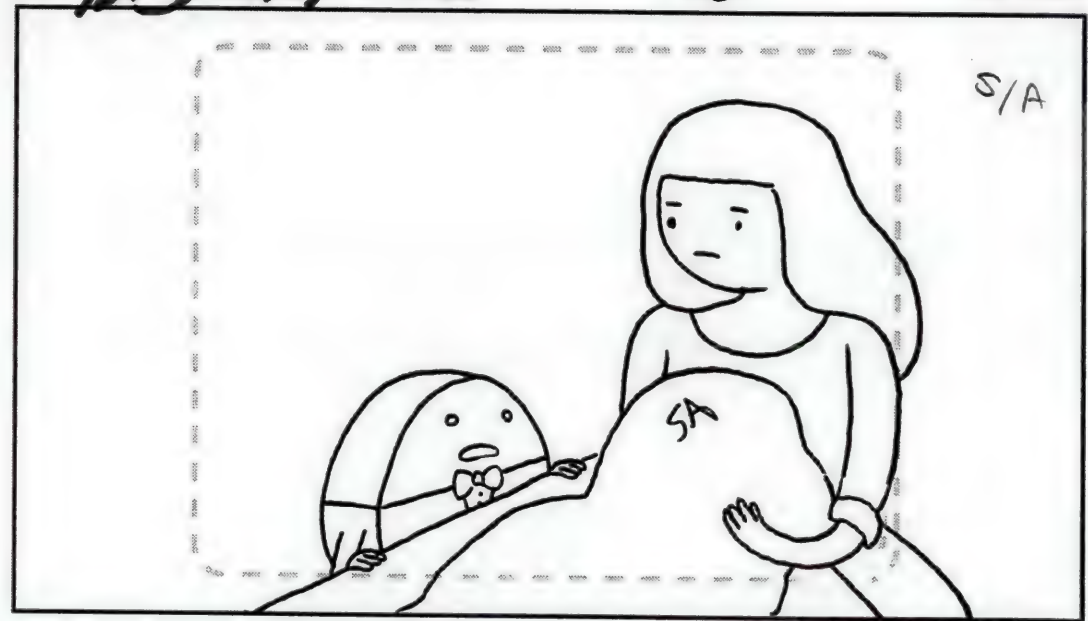
day night



Sc. **123 CONT** Pnl. **E**

Bg.

day night



Dialog:	<u>PBub</u> / OK what now, then?	<u>Pepbit</u> / we wait like 2 hours
Action:		
Timing:		

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EPISODE #

1034/217

Production:

1034/217

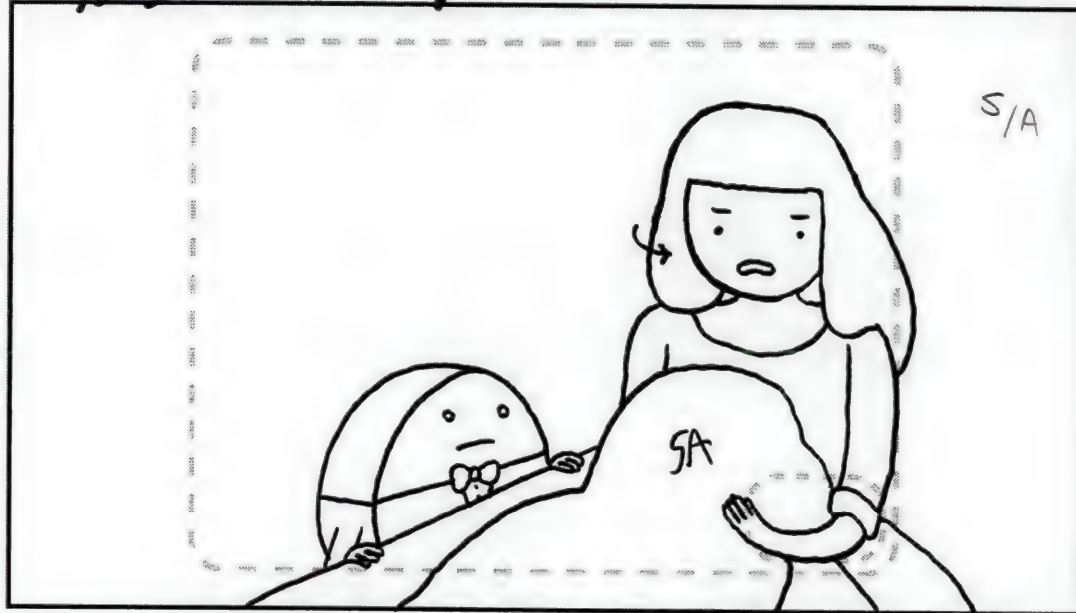
ADVENTURE TIME



Sc. 123 CONT Pnl. F

Bg.

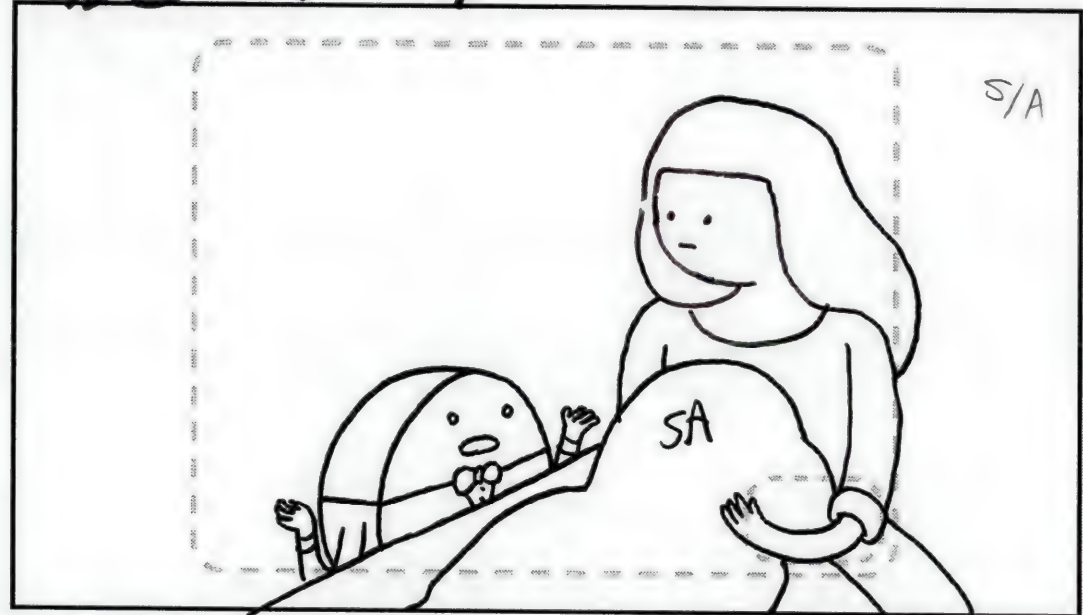
day night



Sc. 123 CONT Pnl. G

Bg.

Page 179
day night



Dialog:

PB / Oh.

Pepp but / Let's do something else

Action:

- Pepp BT SHRUGS ..

APR 28 2015

Timing:

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EPISODE #

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Production:

1034/217

ADVENTURE TIME

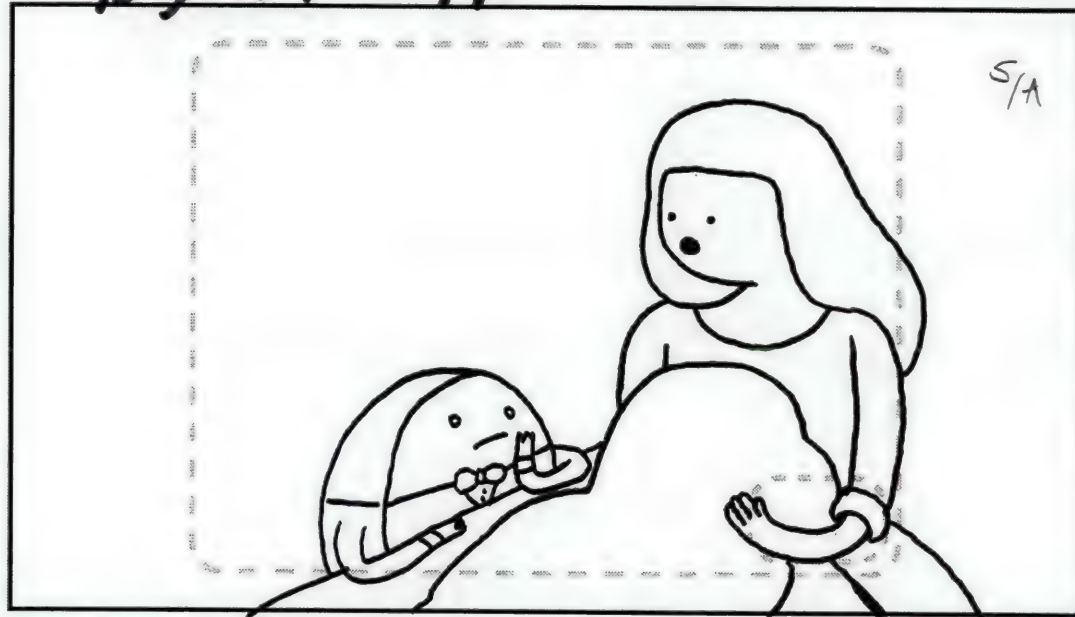


Page 180
day night

Sc. 123 cont Pnl. H

Bg.

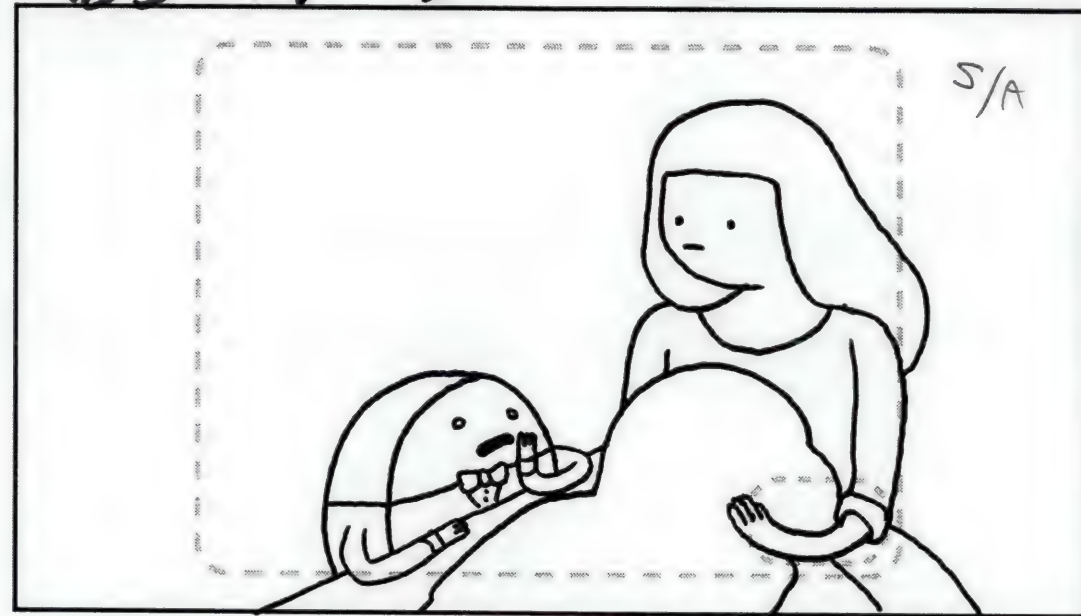
day night



Sc. 123 cont Pnl. I

Bg.

day night



Dialog: pe/bblegum/ like what?

pe/bt / mm... video games?

Action:

APR 2-8 2015

Timing:

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Production:

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1034/217

ADVENTURE TIME



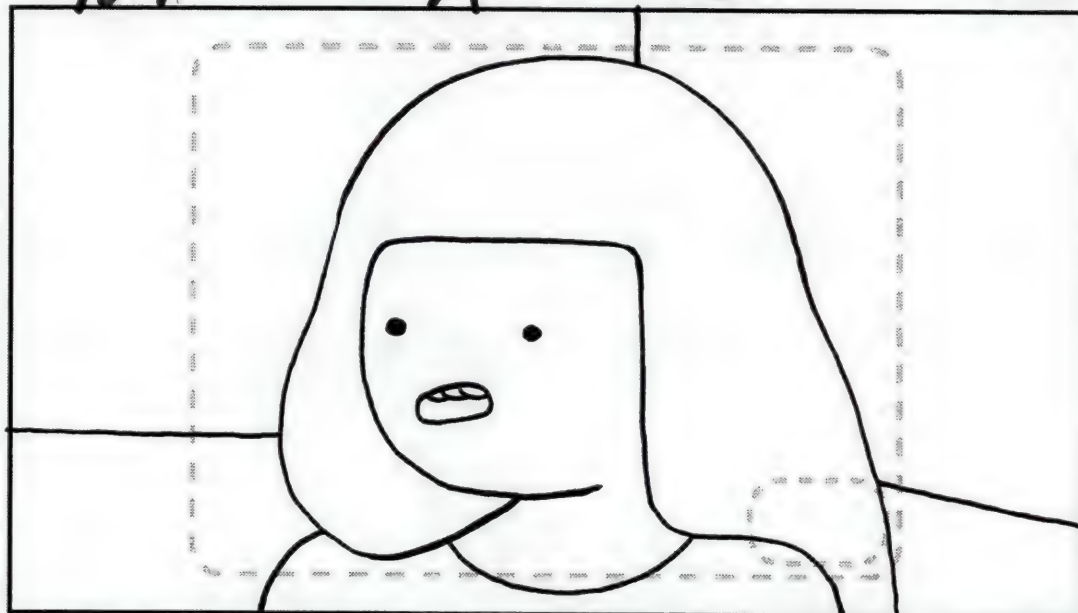
Page 181

Sc. 124

Pnl. A

Bg.

day night

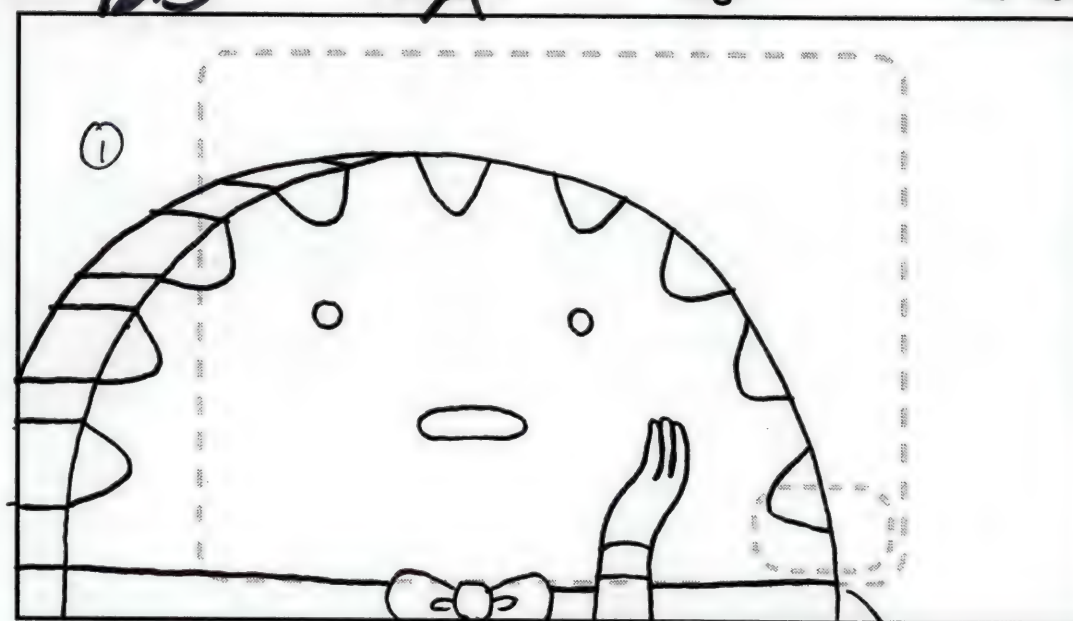


Sc. 125

Pnl. A

Bg.

day night



Dialog:

PB I don't like video games.

Pepp but I me neither. I don't even have a system to play on or anything.

Action:

Timing:



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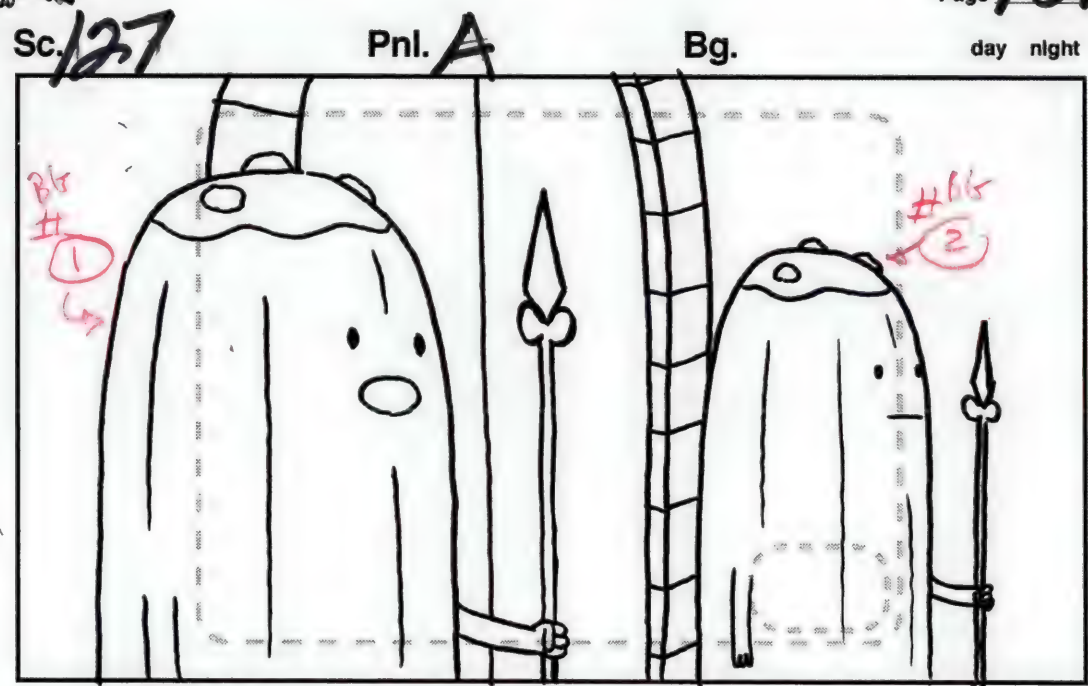
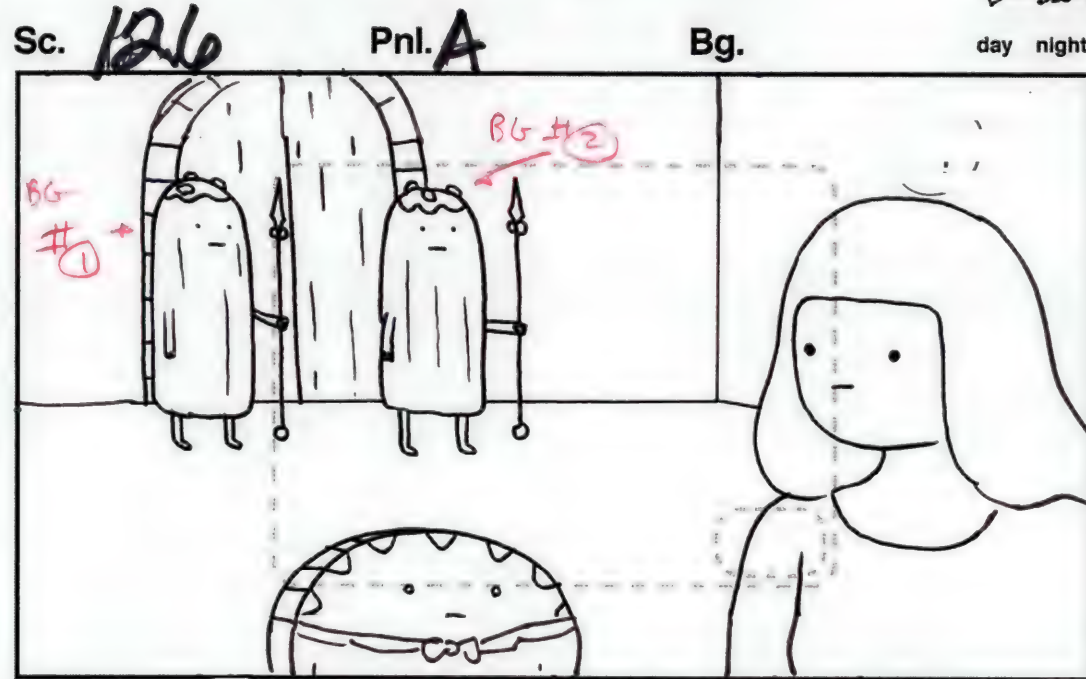
Production:

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ADVENTURE TIME



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Dialog: Banana Guard 1 / I got a video game back at my place.

Action:

Timing:

Dialog: Banana Guard #1 / But I just got it so I could stay in shape

Action:

Timing:

Production: **APR 28 2015**

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ADVENTURE TIME

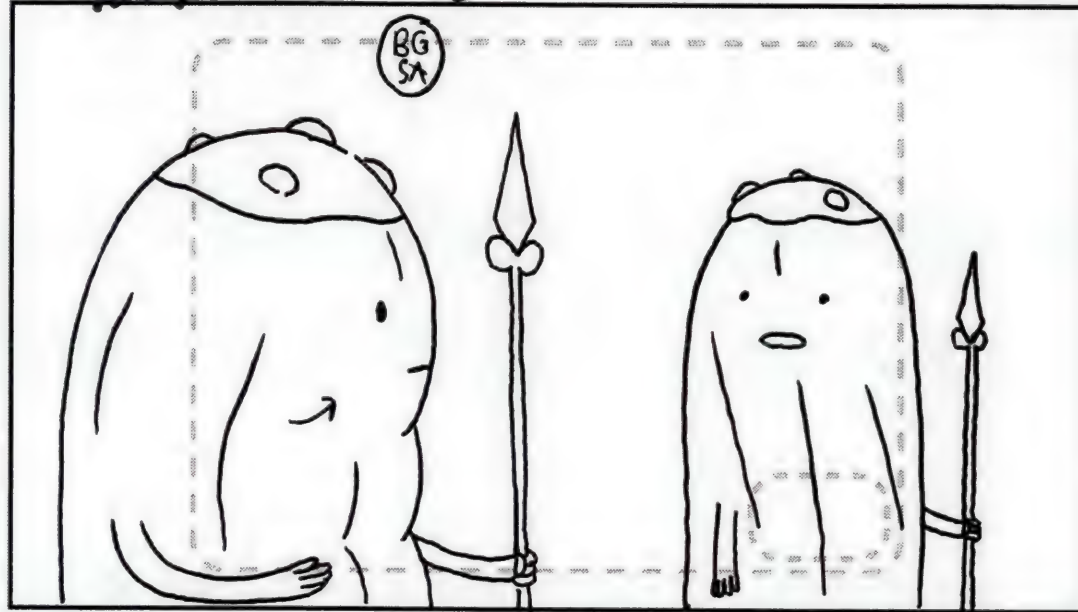


Page **183**

Sc. **127 cont** Pnl. **B**

Bg.

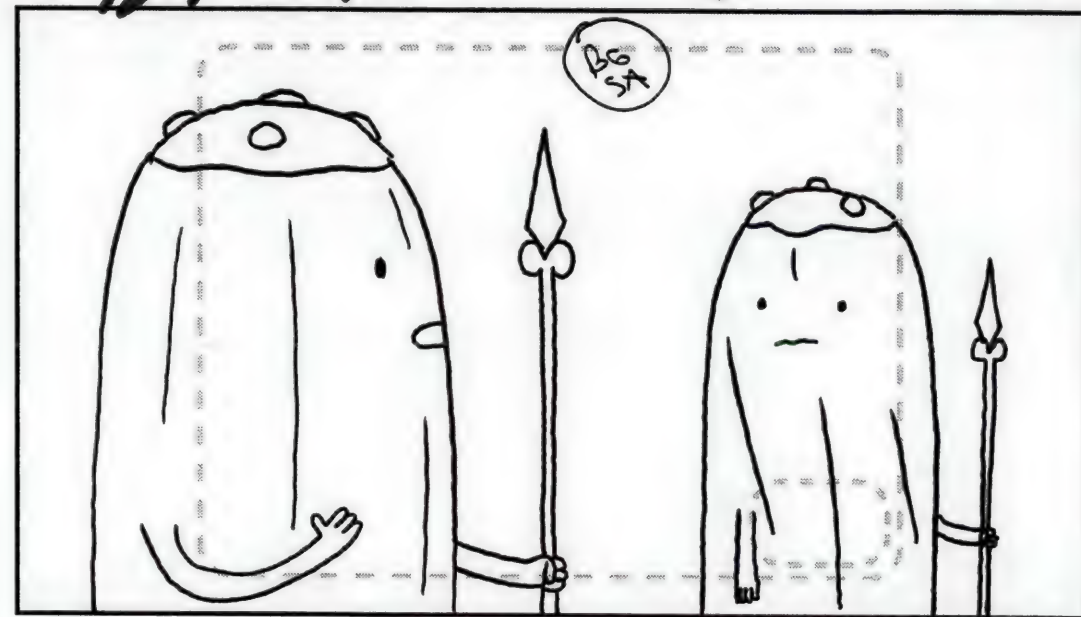
day night



Sc. **127 cont** Pnl. **C**

Bg.

day night



Dialog: BG2/ How do you get in shape playing a game?

BG1/eh... it's like a yoga video.

Action:

APR 28 2015

Timing:

1034-217

EPISODE #

1034/217

Production:

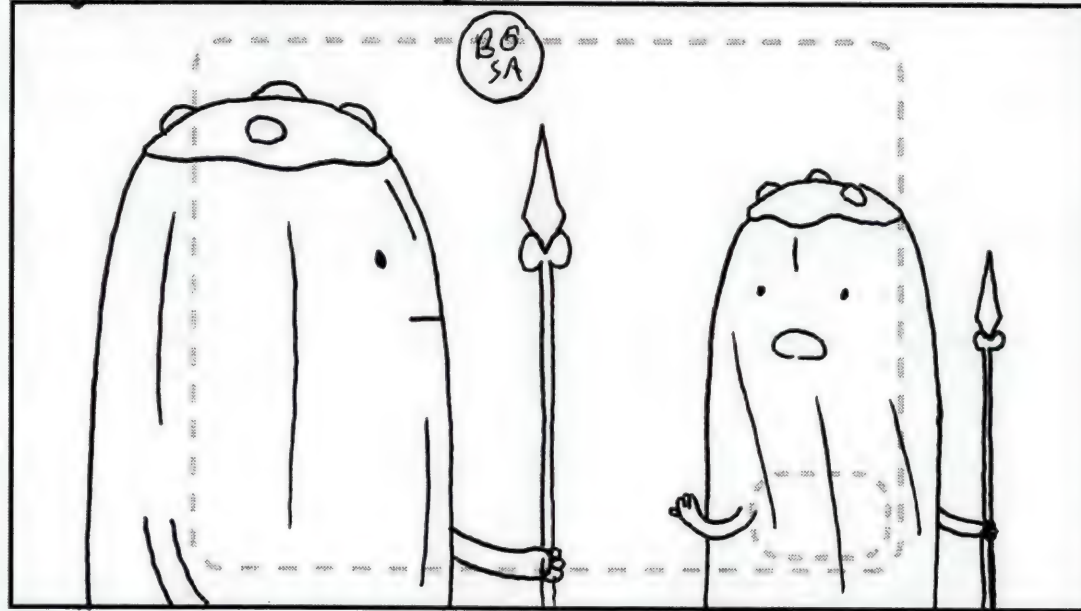
1034/217

ADVENTURE TIME

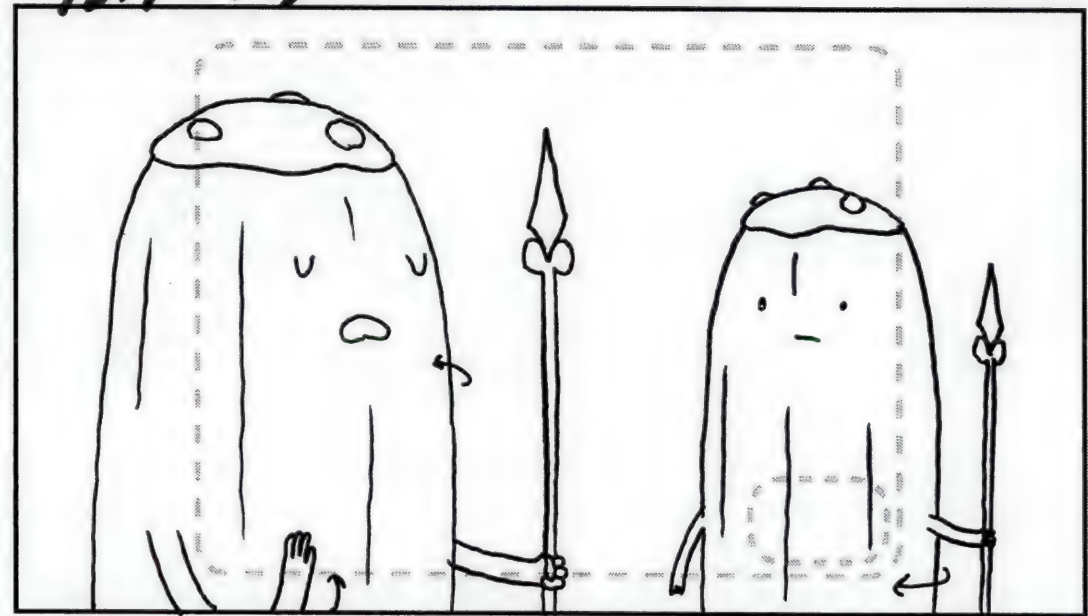


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day night

Sc. 127 cont Pnl. D Bg. day night



Sc. 127 cont Pnl. E Bg. day night



Dialog: BG2 / so it's not a game at all.

BG1 / NO it is. It's a video game.

Action:

APR 28 2015

Timing:

EPISODE # 1034-217

Production:

1034/217

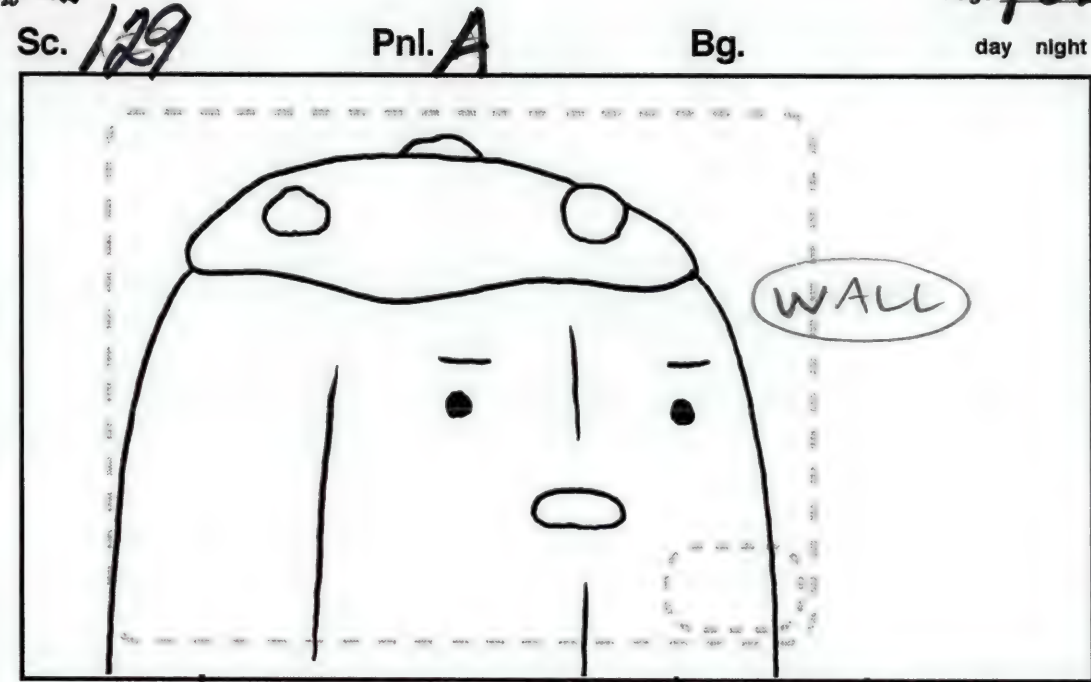
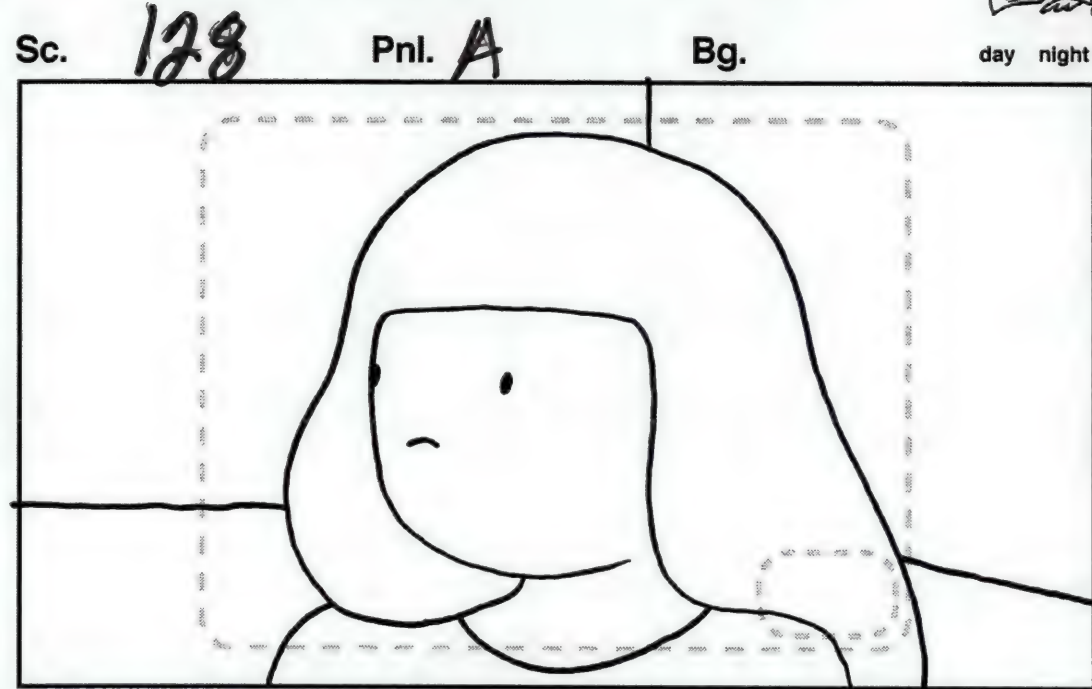
1034/217

1034/217

ADVENTURE TIME



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Dialog: BG2 (os) / Eh, it's a video.

BG1 / YES

Action:

APR 28 2015

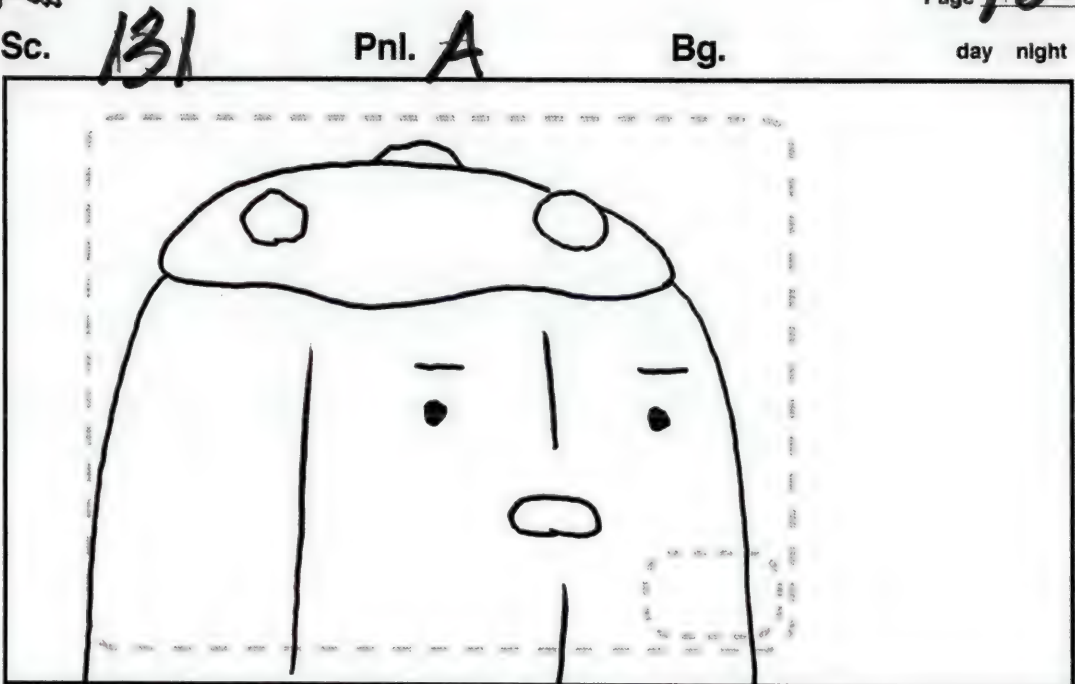
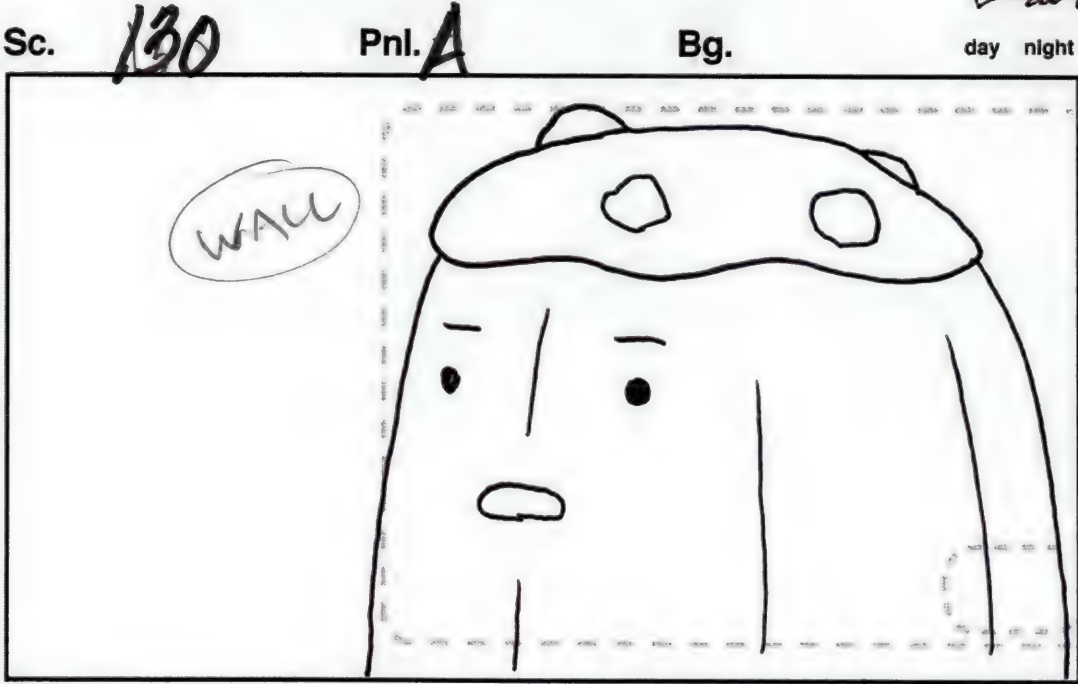
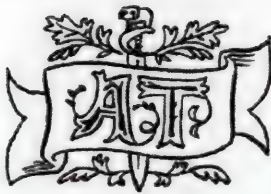
Timing:

EPISODE # 1034-217

Production:

1034/217

ADVENTURE TIME

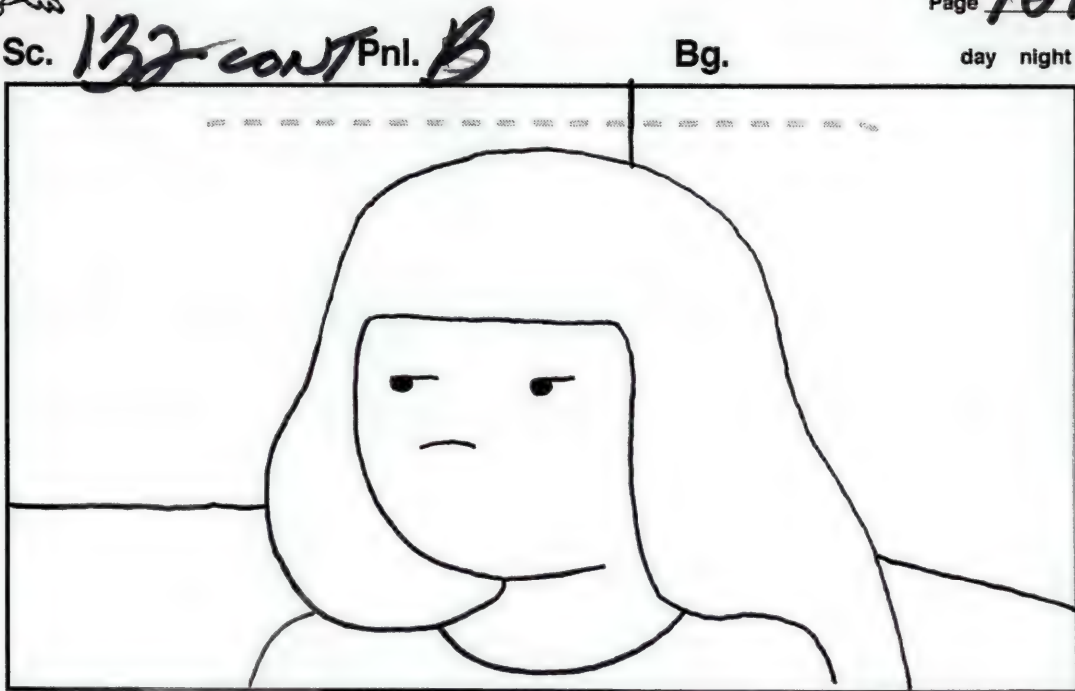
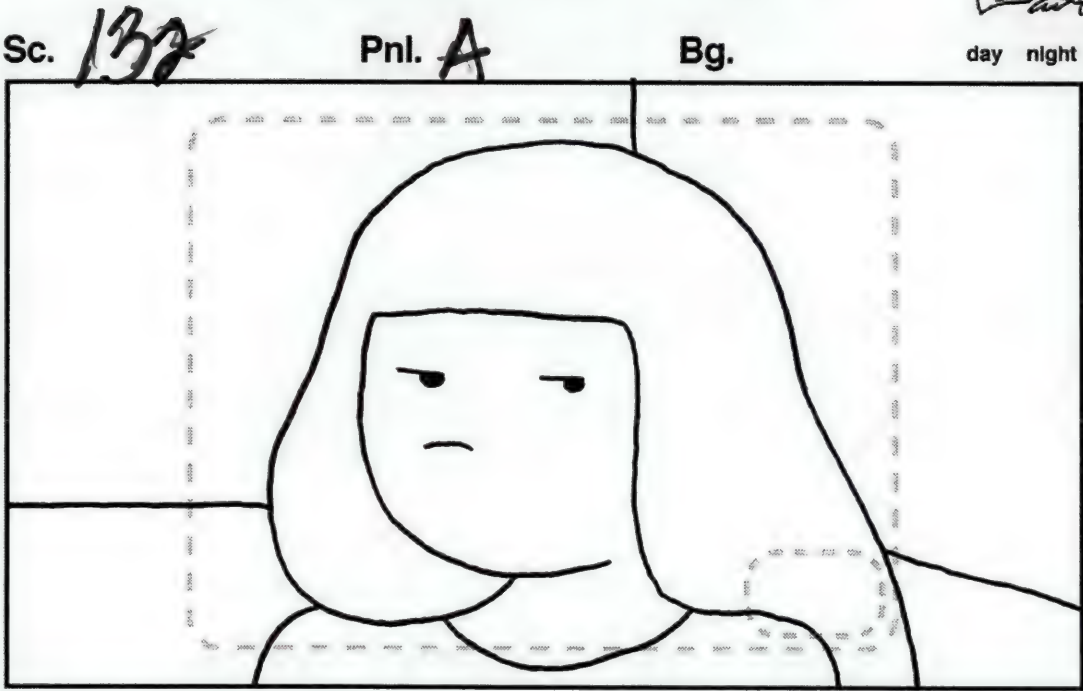


Dialog:	BG2/ A yoga video.	BG1/ game.
Action:	APR 28 2015	
Timing:		

EPISODE # 1034-217

Production:

ADVENTURE TIME



Dialog:	BG2/ A game.	BG1/ video.
Action:		
Timing:		

APR 28 2015

EPISODE # 1034-217

Production:

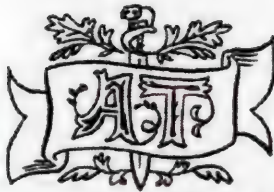
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1034/217

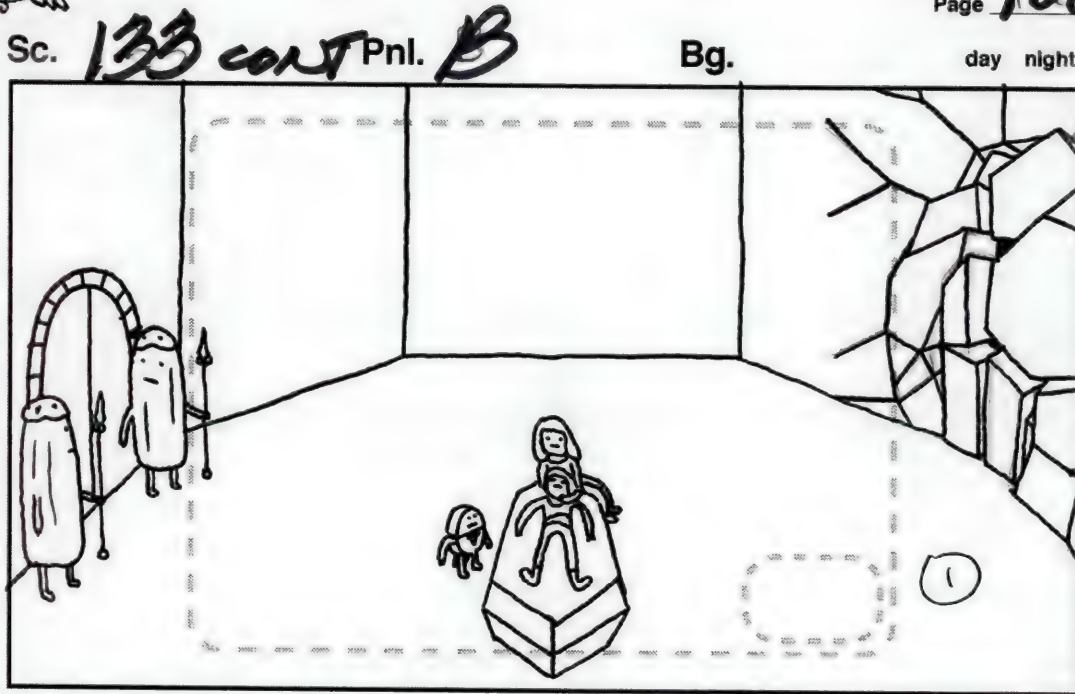
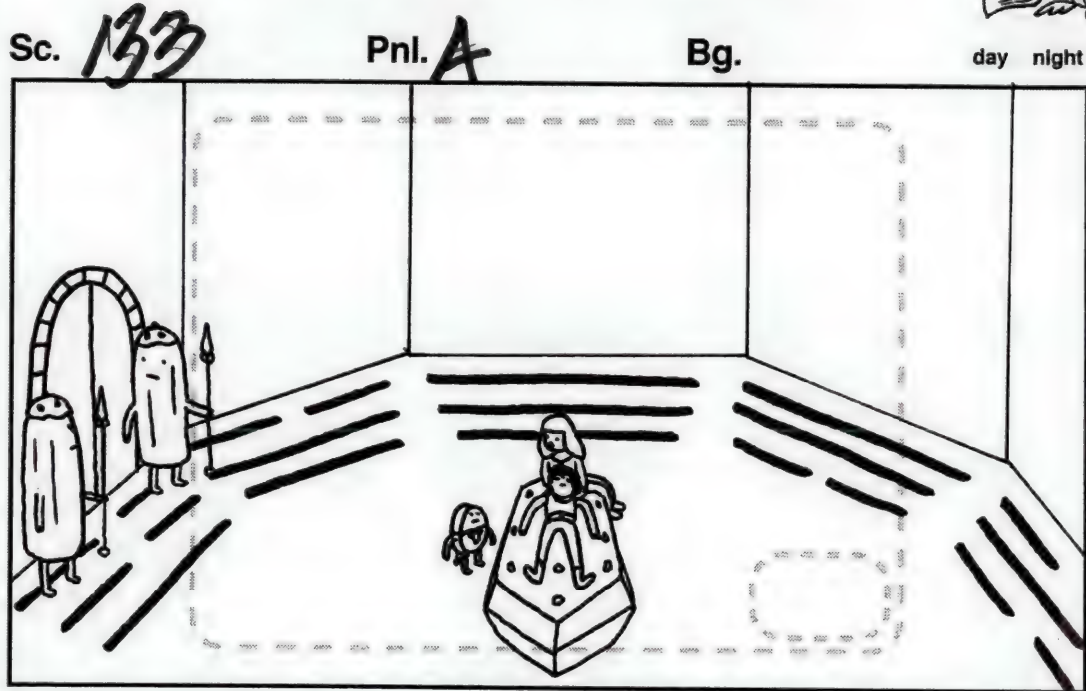
1034/217

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ADVENTURE TIME



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Dialog: RD / you guys

SFX / KA -

Action:

- WALL CRACKS

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Timing:

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Production:

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1034/217

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ADVENTURE TIME

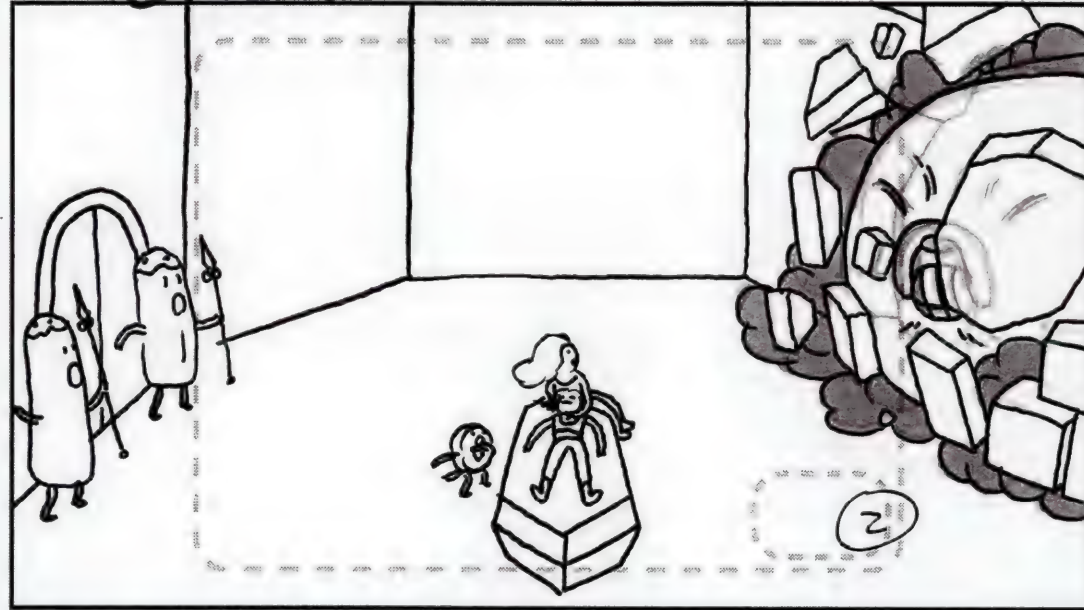


Page **189**

Sc. **133 cont** Pnl. **C**

Bg.

day night



Sc. **133 cont** Pnl. **D**

Bg.

day night



Dialog:

SFX / - BOOM

Action:

JAKE EXPLODES THROUGH WALL

Timing:



Jake / AAIEE !!!

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1034/217

1034/217

ADVENTURE TIME

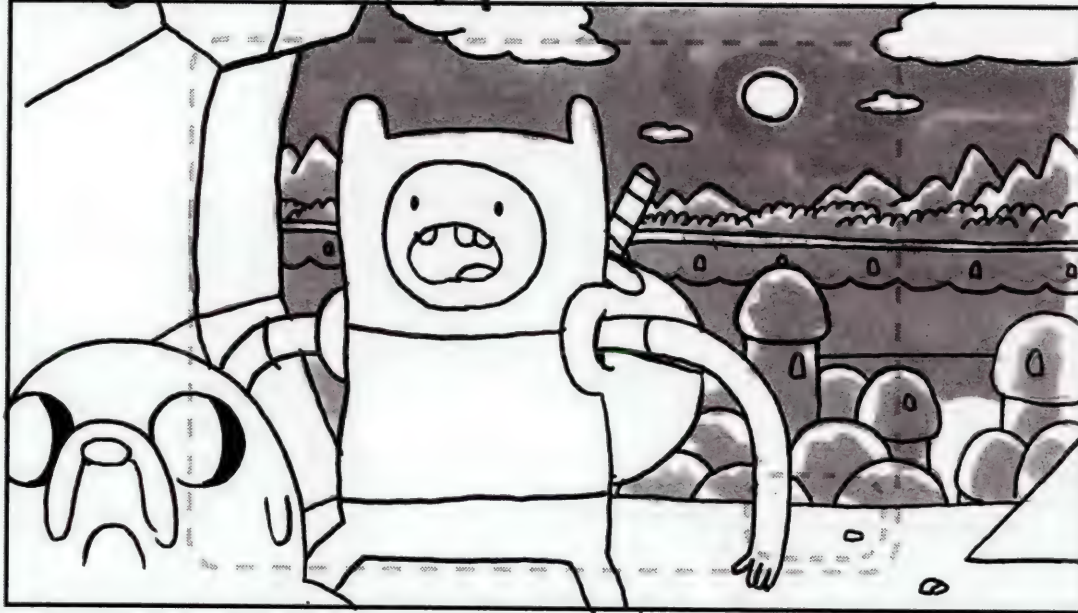


Sc. 134

Pnl. A

Bg.

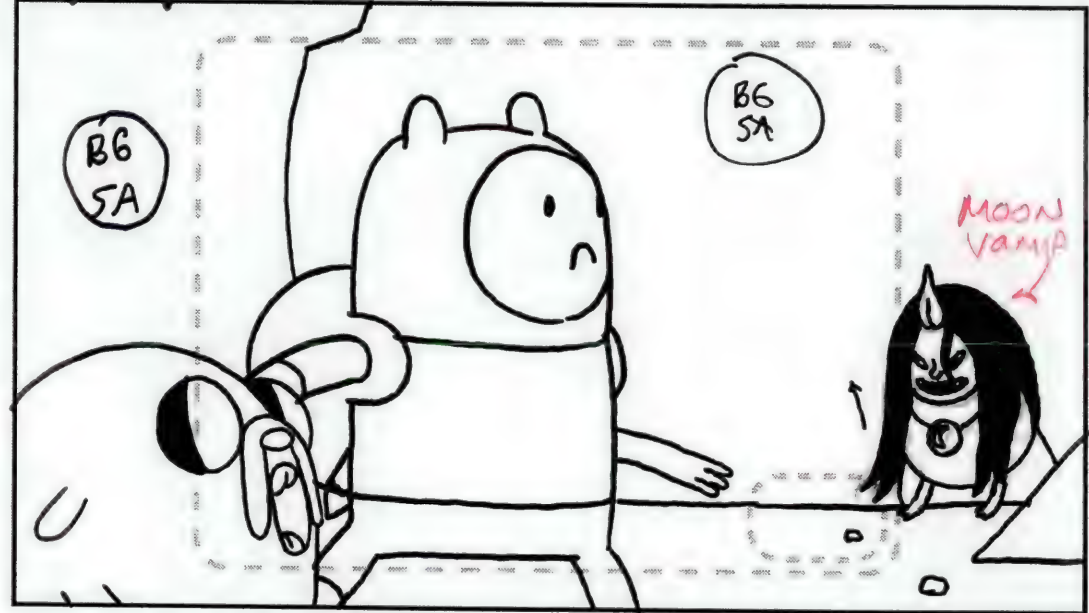
day night



Sc. 134 cont Pnl. B

Bg.

day night

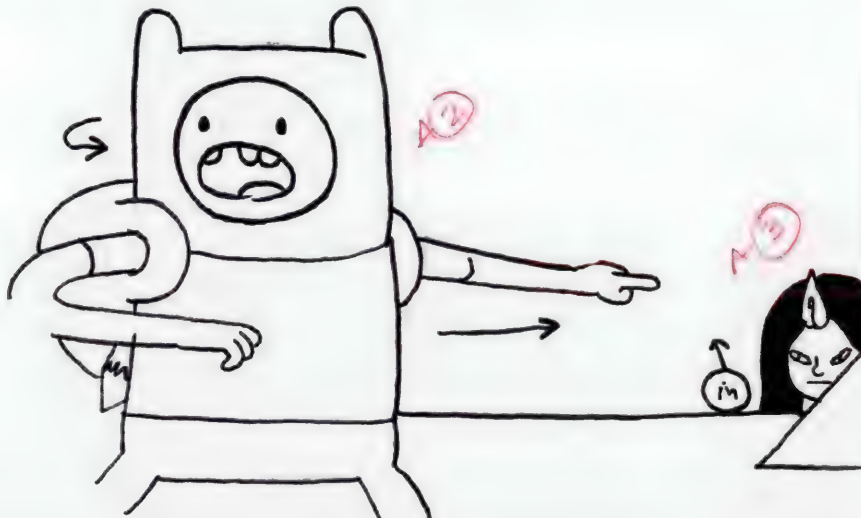


Dialog: Finn / we brought the moon!

Jake / whaddowedo??

Action:

Timing:



-MOON APPEARS
THROUGH HOLE
IN WALL.

APR 28 2015

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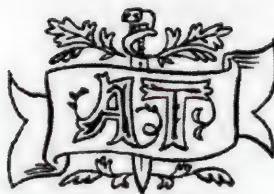
EPISODE #

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Production:

1034/217

ADVENTURE TIME



Sc. 135

Pnl. A

Bg.

day night



Sc.

Pnl.

Bg.

day night



Dialog:

MOON / DIE LIKE PIGS

Action:

APR 28 2015

Timing:

EPISODE #

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Production:

1034/217

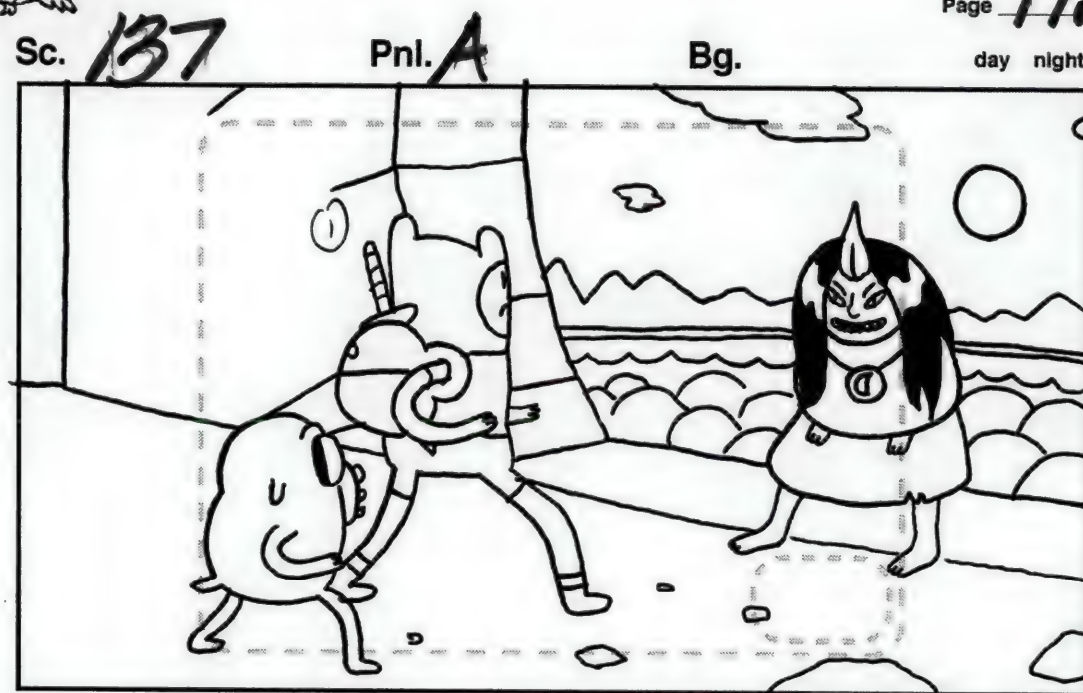
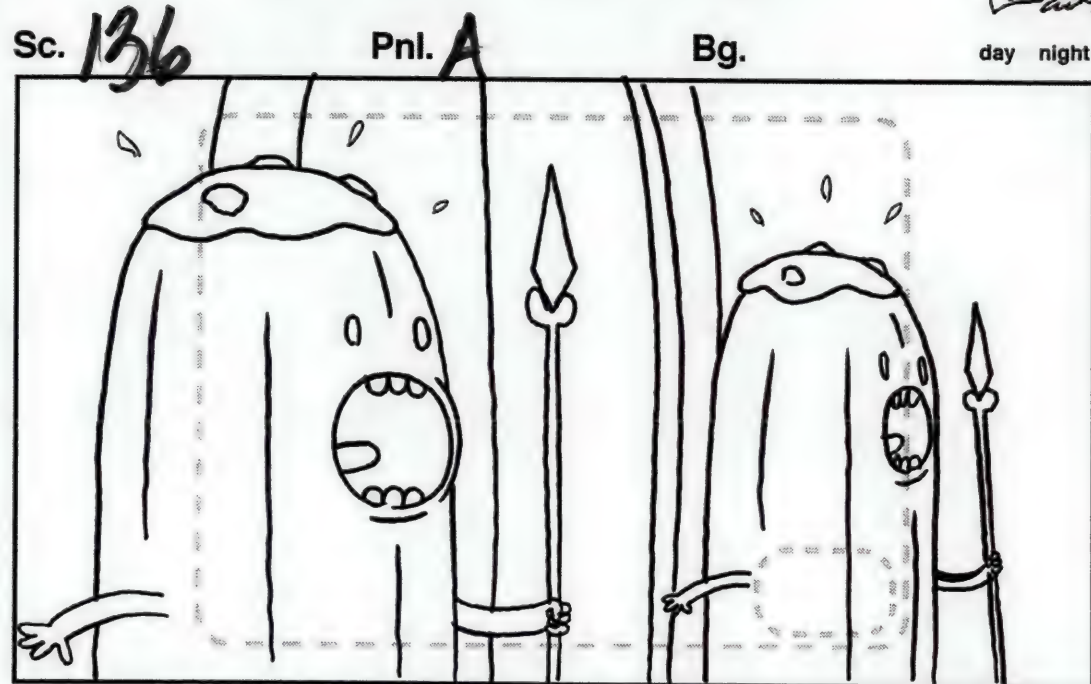
1034/217

1034/217

ADVENTURE TIME



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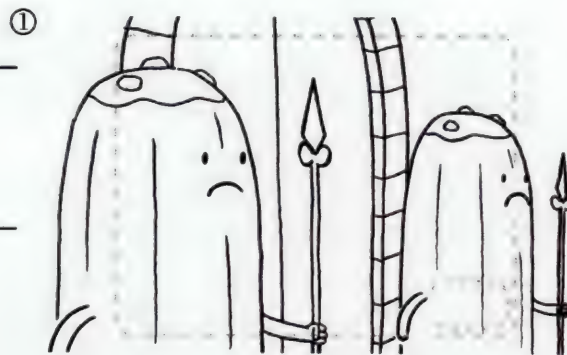


Dialog: **BG1+2/ AIEEE!!!**

moon/ Heheheh

Action:

Timing:



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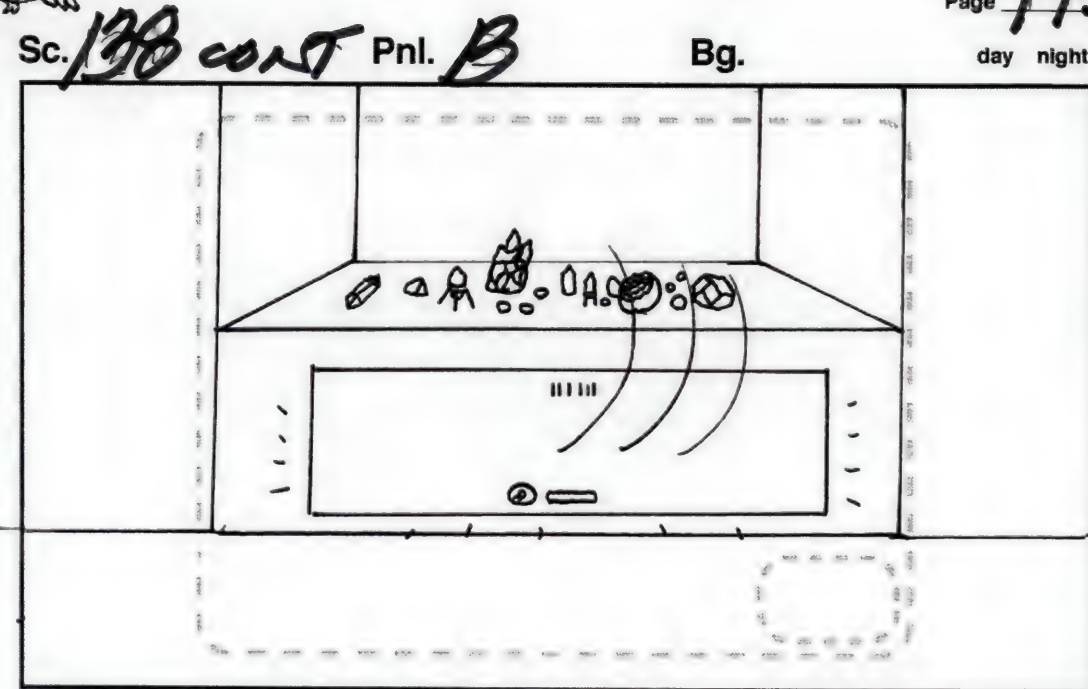
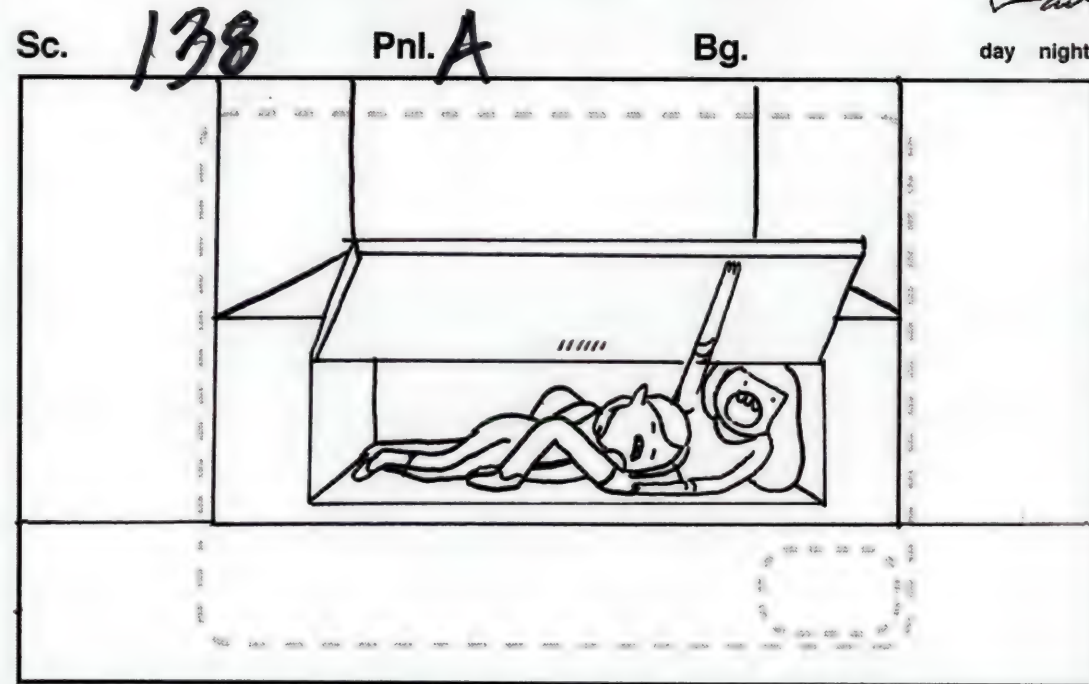
Production:

1034/217

1034/217

1034/217

ADVENTURE TIME



Dialog: PB Hold her off till Marci wakes up!!

= SLAM =
SFX / (sound of lock combination spinning)

Action: - PB HIDES MARCELINE IN CABINET.

APR 28 2015

Timing:

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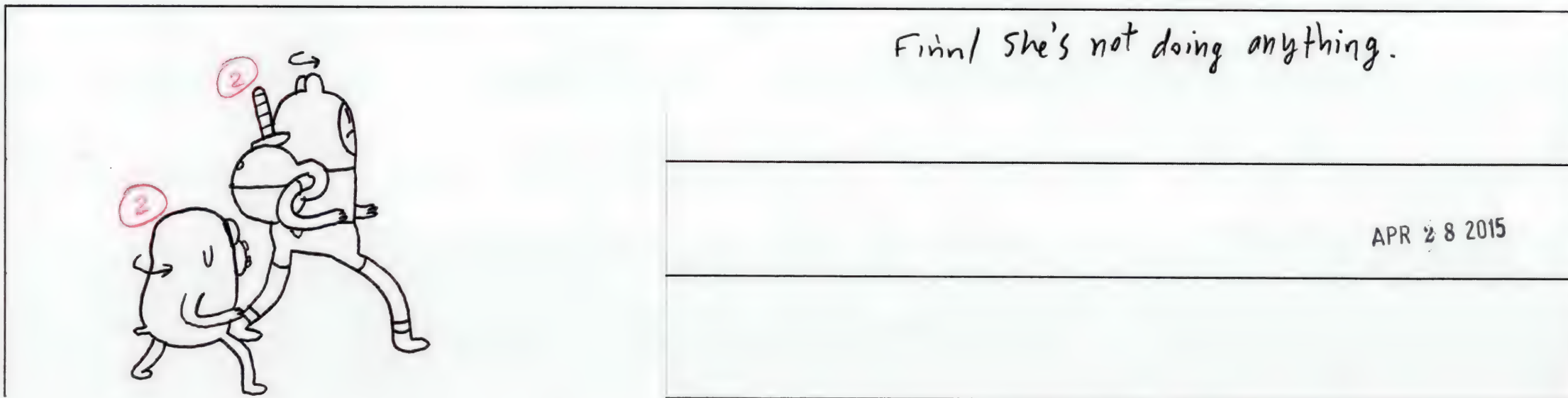
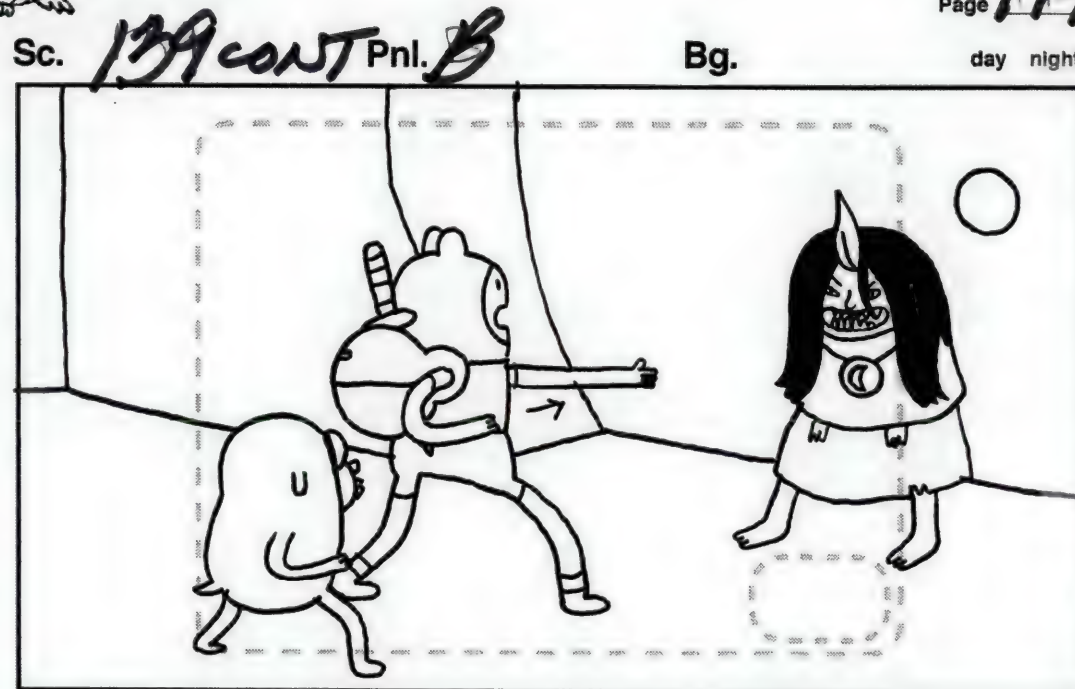
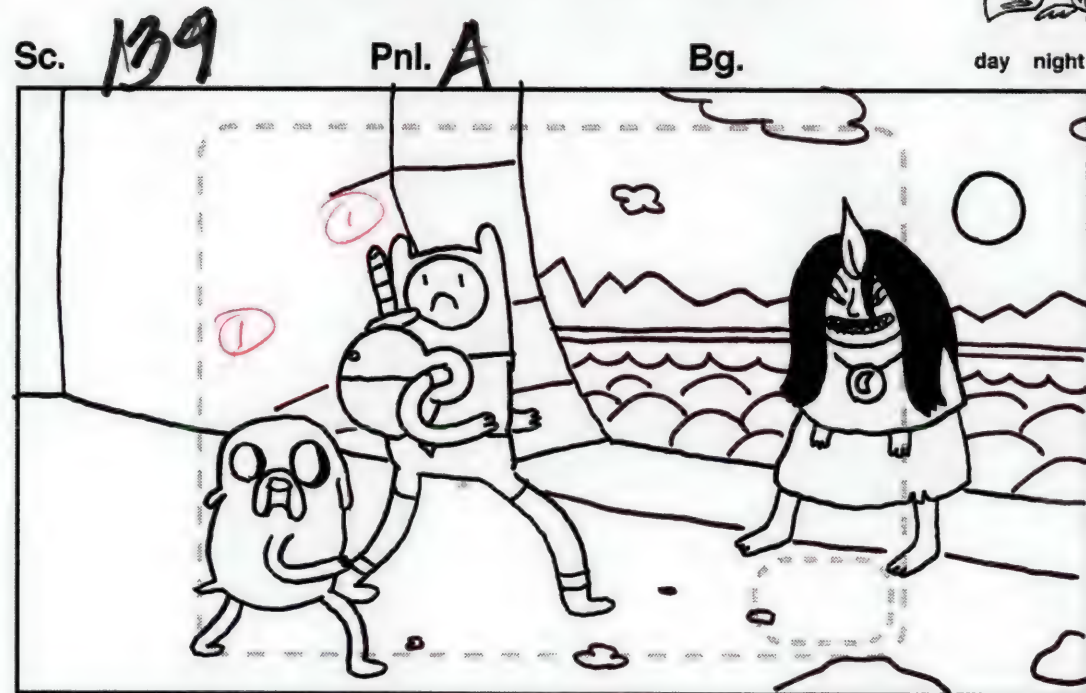
Production:

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ADVENTURE TIME



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Production:

1034/217

ADVENTURE TIME

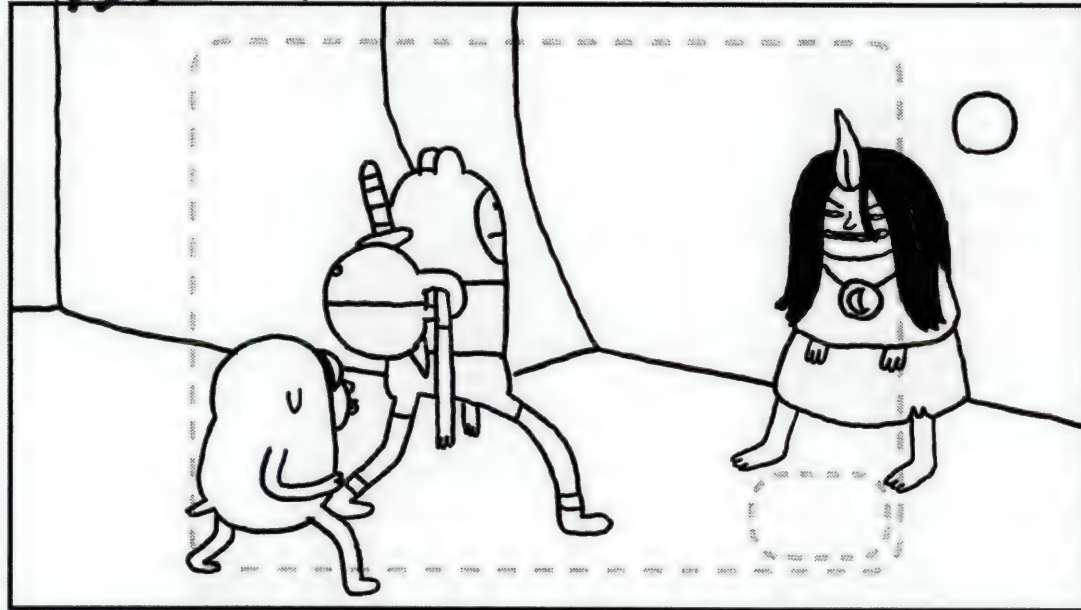


Page **195**

Sc. **139 CONT** Pnl. **C**

Bg.

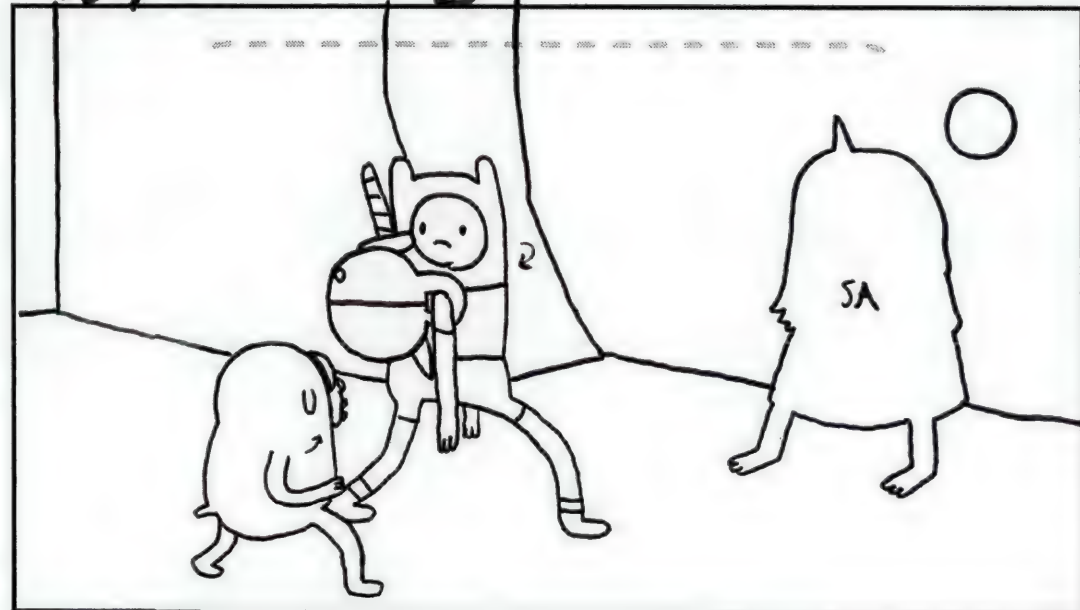
day night



Sc. **139 CONT** Pnl. **D**

Bg.

day night



Dialog:

(Beat)

Jake/ You gonna try something?

Action:

APR 28 2015

Timing:

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Production:

1034/217

ADVENTURE TIME

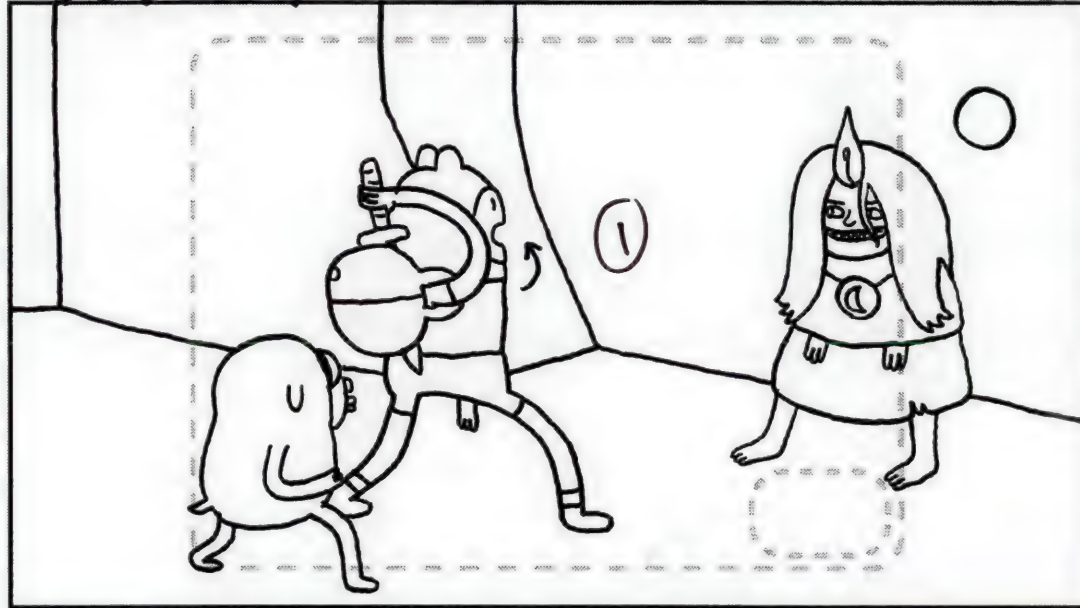


Page **196**

Sc. **139 CONT** Pnl. **E**

Bg.

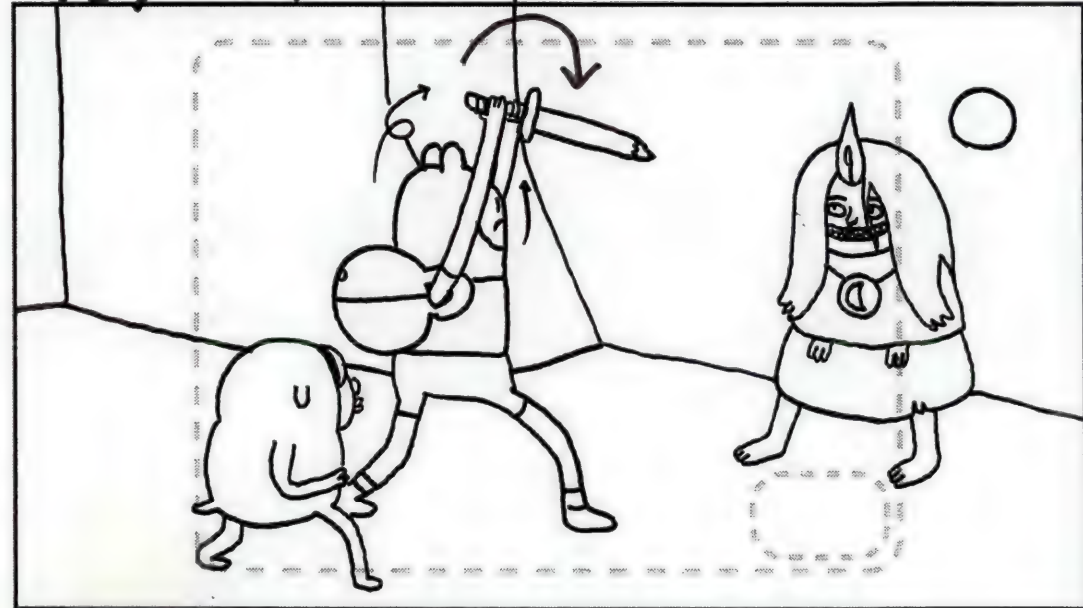
day night



Sc. **139 CONT** Pnl. **F**

Bg.

day night



Dialog:

Finn/ OK I guess

Action:

- F reach for stake sword

Timing:



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Production:

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ADVENTURE TIME

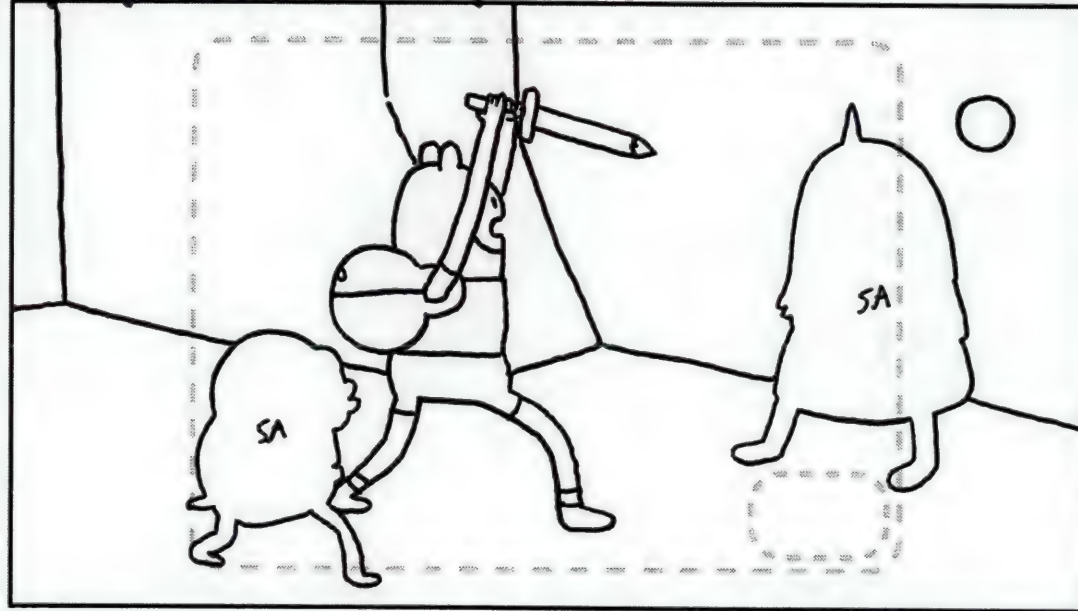


Page **197**

Sc. **139 CONT** Pnl. **G**

Bg.

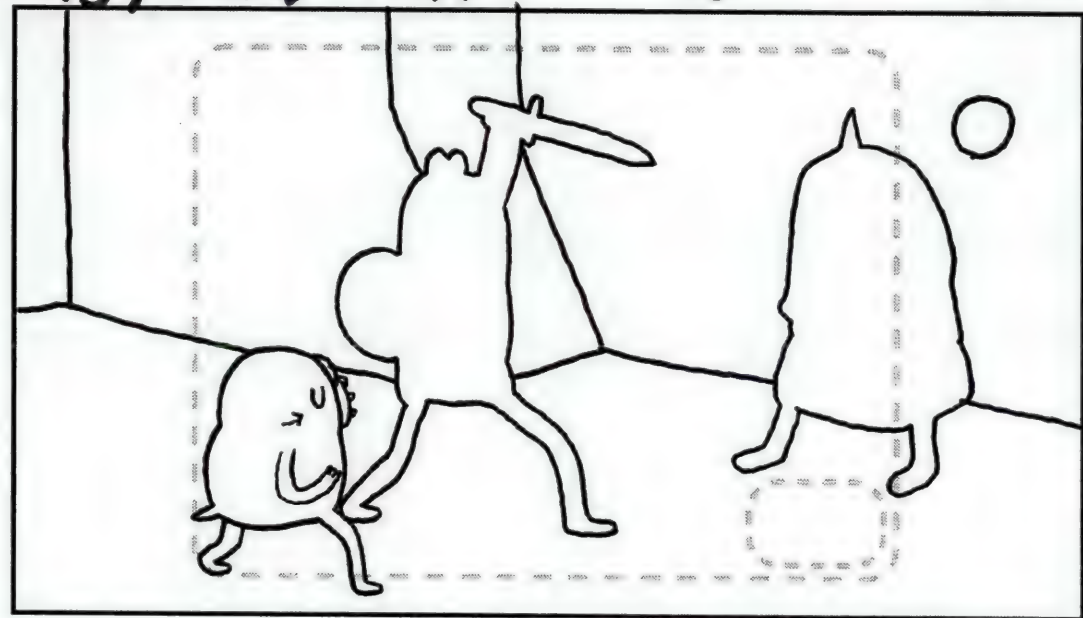
day night



Sc. **139 CONT** Pnl. **H**

Bg.

day night



Dialog:

Action:

Timing:

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1034-217

Production:

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1034/217

ADVENTURE TIME

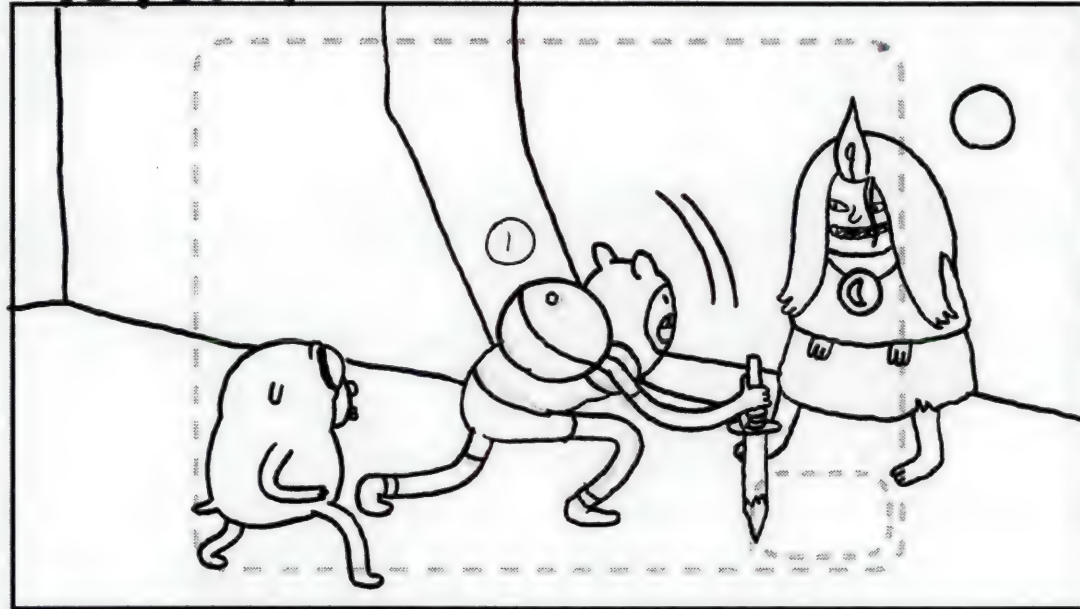


Page **198**

Sc. **139 cont** Pnl. **I**

Bg.

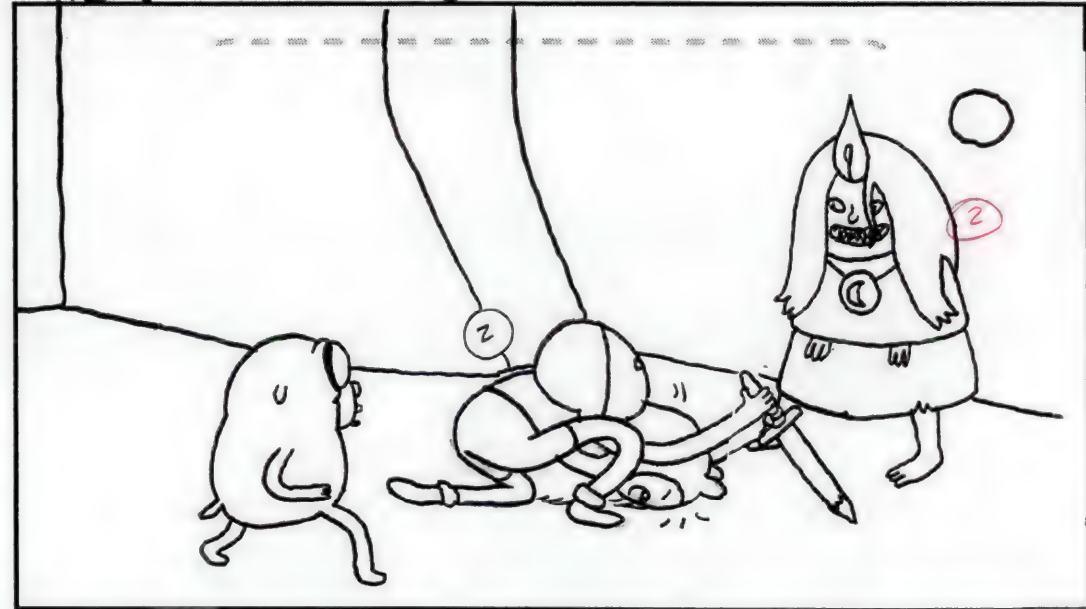
day night



Sc. **139 cont** Pnl. **J**

Bg.

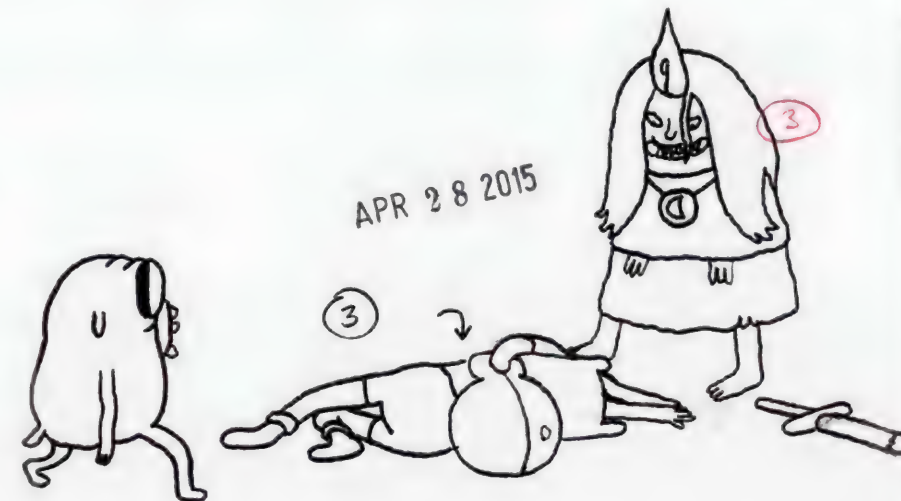
day night



Dialog: Finn / **WHOOOPS!**

Action: **finn collapses on his face**

Timing:



EPISODE # **1034-217**

Production:

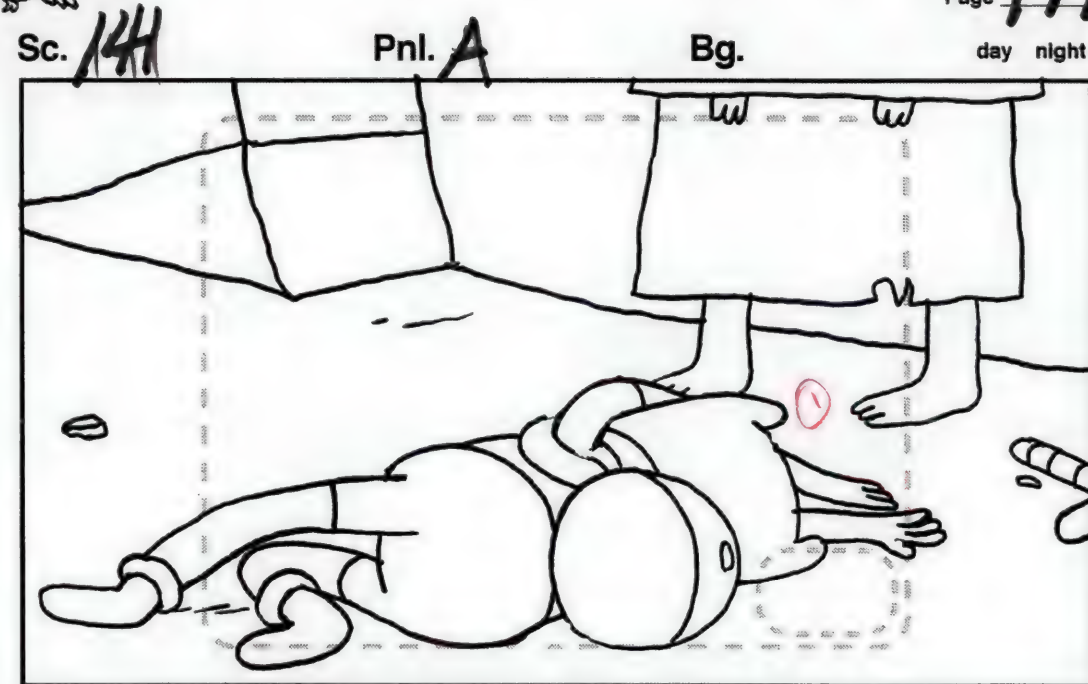
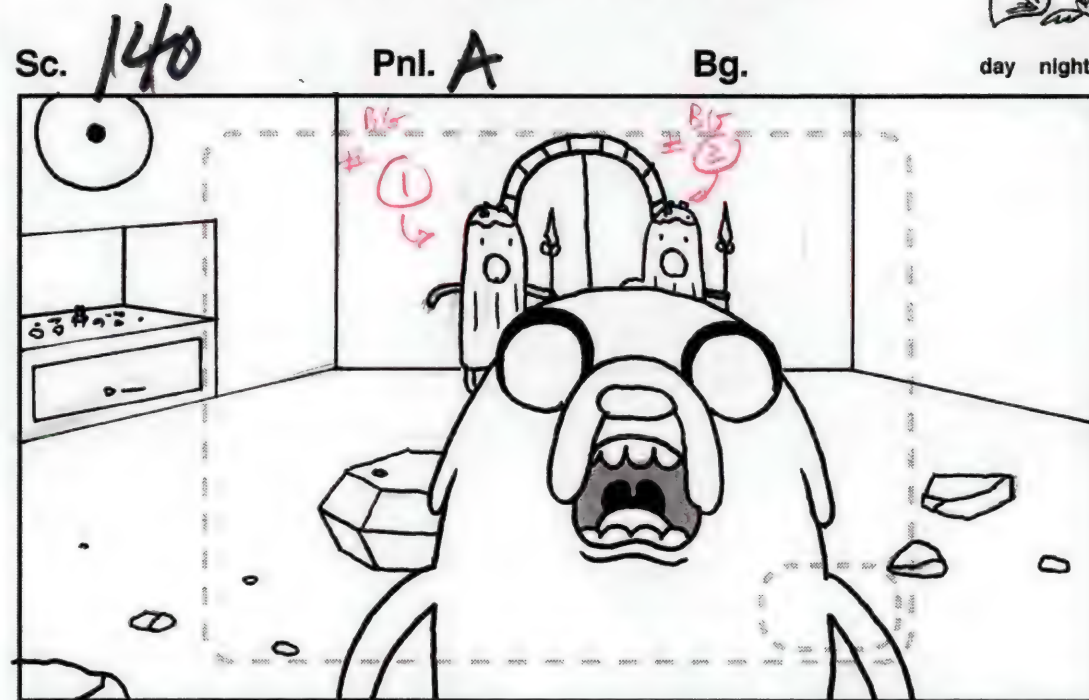
1034/217

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ADVENTURE TIME



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Dialog: Jake/ WHAT WAS THAT!?

F/ I...don't know man I think I just tapped out!

Action:

Timing:

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Production:

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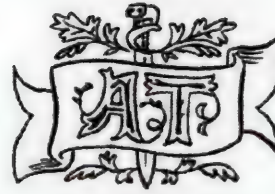
1034/217

1034/217

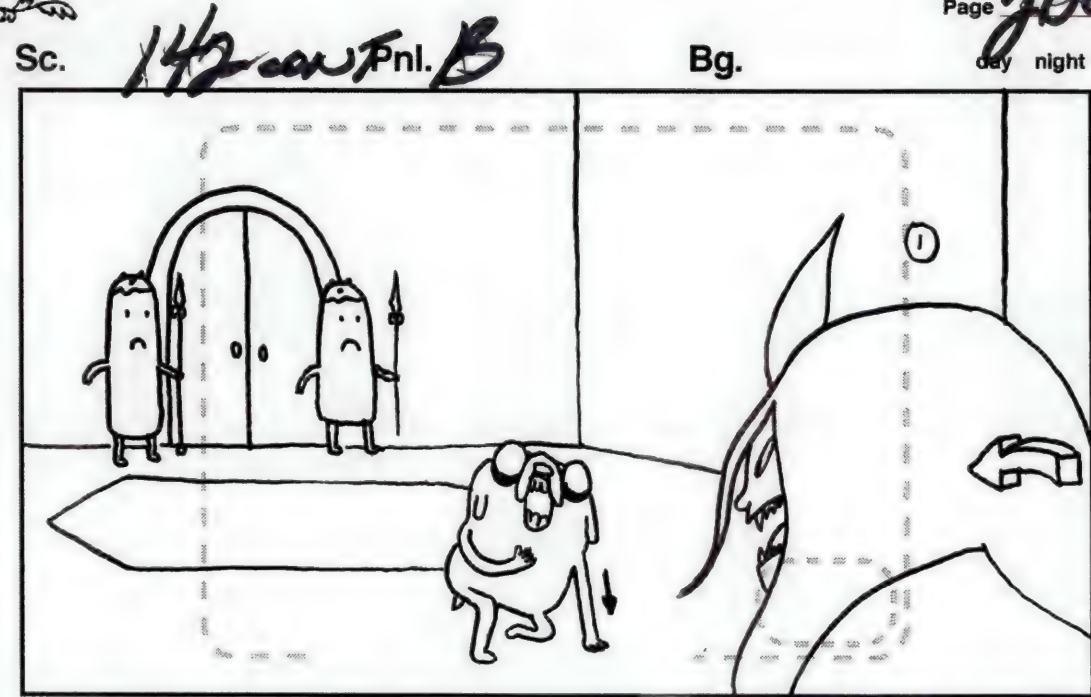
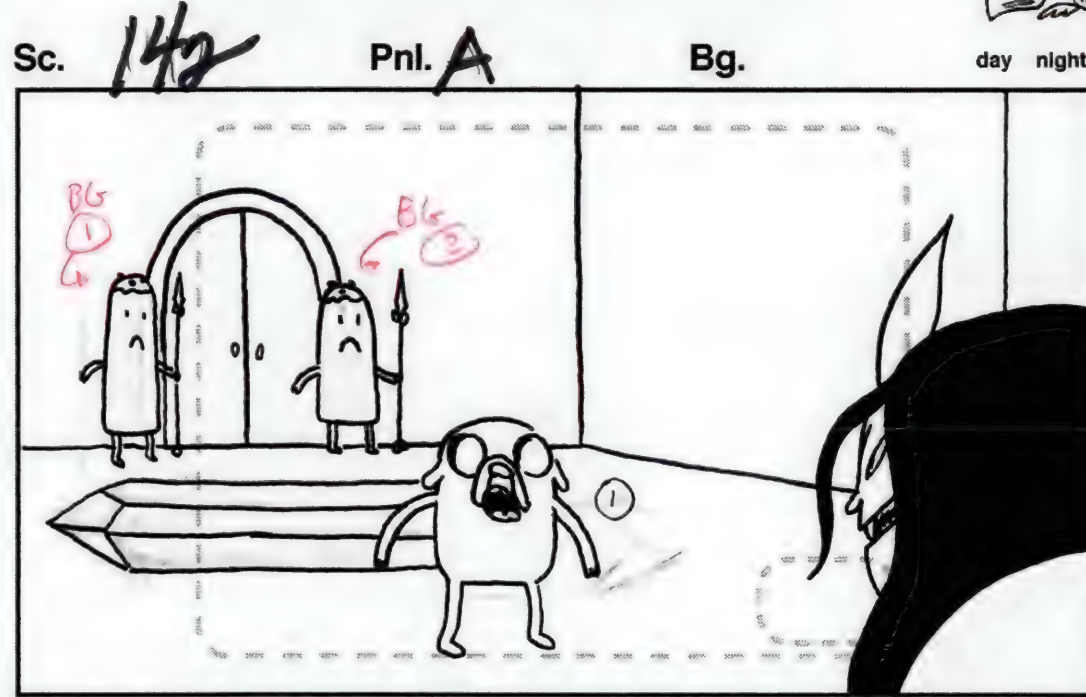
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ADVENTURE TIME



Page **200**
day night



Dialog: J / "TAP OUT"? When do you ever tap out??"

MOON / OPIGS
Jake / (2) : GASP:

Action:



-JAKE COLLAPSES



Timing:

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EPISODE #

Production:

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1034/217

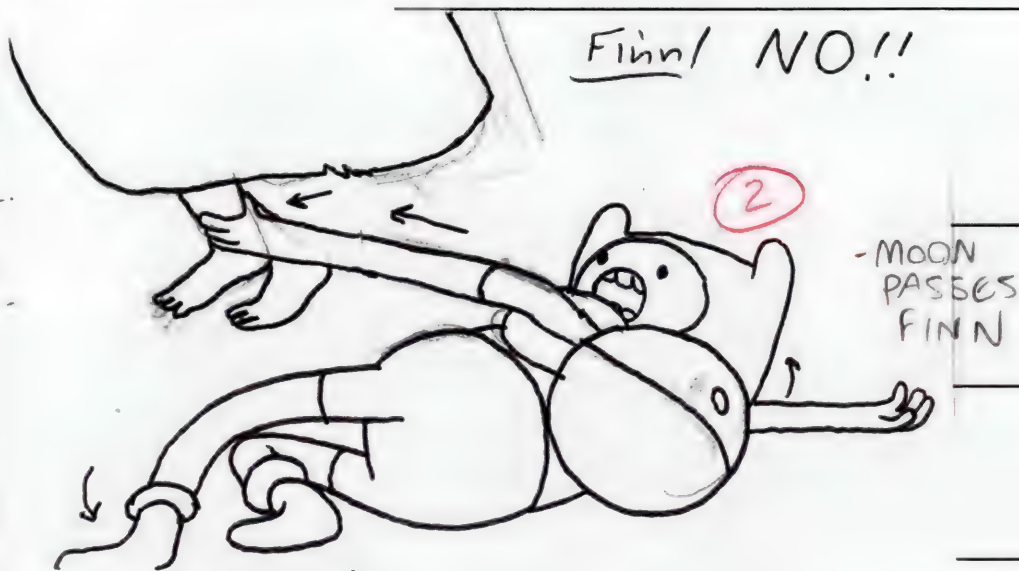
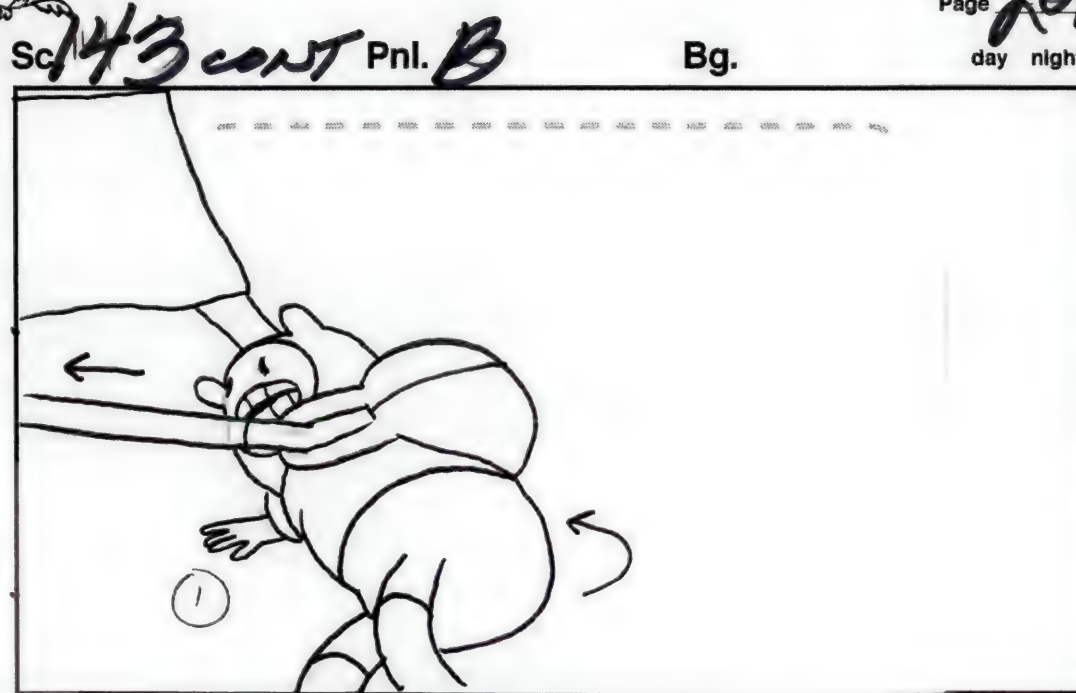
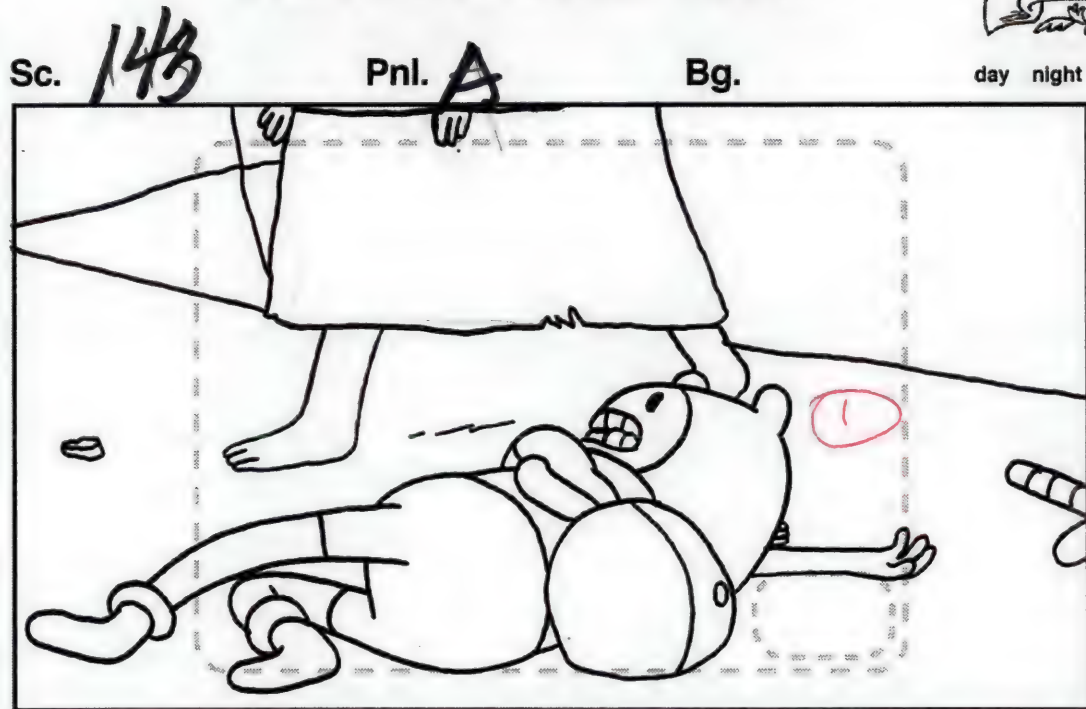
1034/217

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ADVENTURE TIME



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day night



Finn/ She's doing something weird!



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(Finn getting
dragged)

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Production:

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ADVENTURE TIME

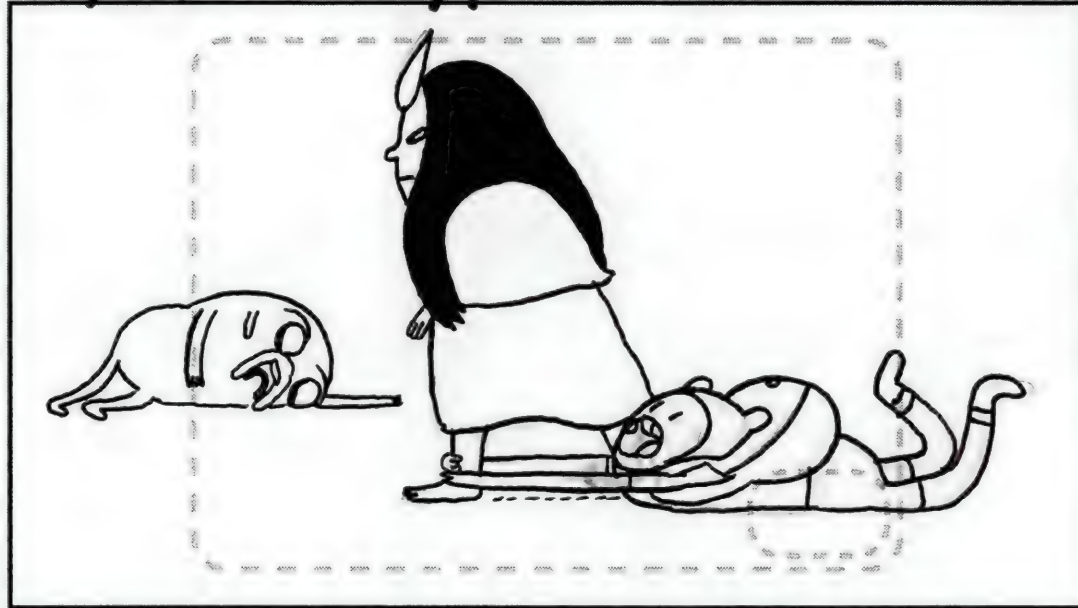


Sc. **144**

Pnl. **A**

Bg.

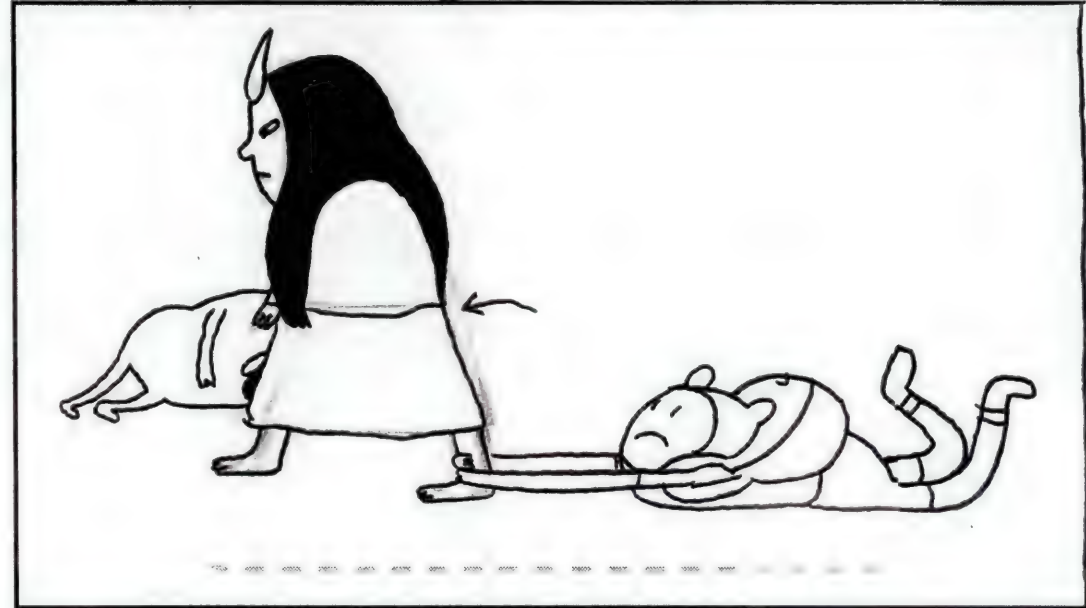
day night



Sc. **144cant** Pnl. **B**

Bg.

Page **202**
day night



Dialog:

Finn/ Jake, help!

Jake/ I can't !

Action:

APR 28 2015

Timing:

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Production:

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ADVENTURE TIME



Page **209**
day night

Sc. **144 cont** Pnl. **C**

Bg.

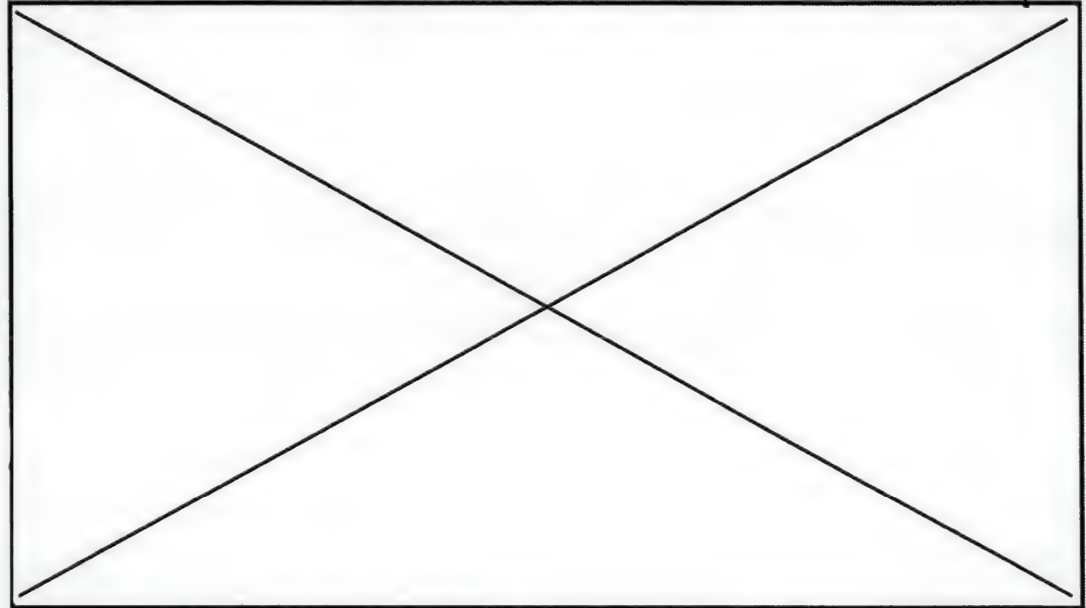
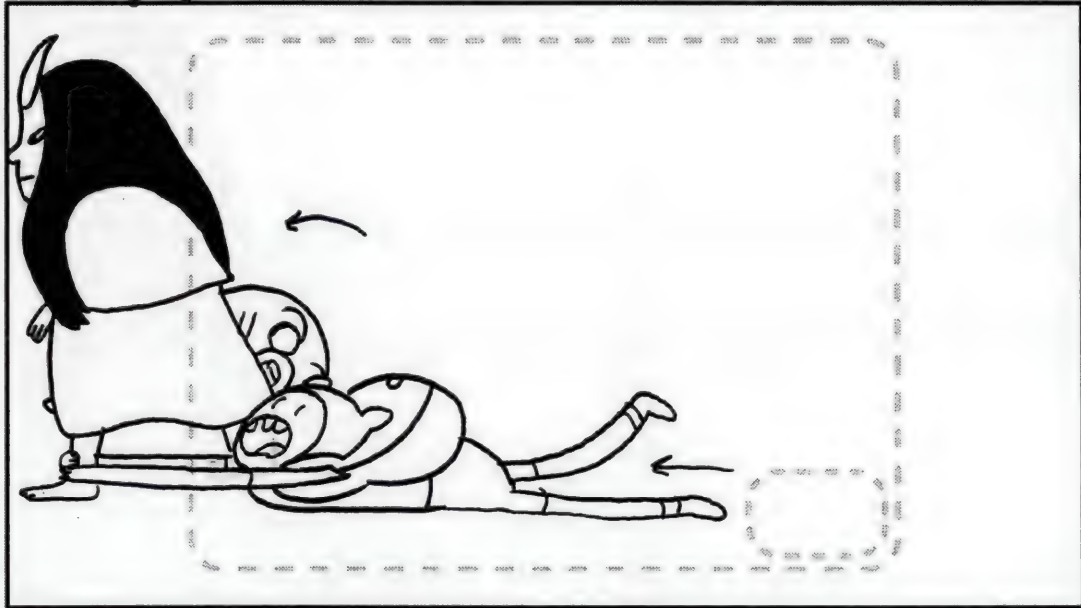
day night

Sc. OUT

Pnl.

Bg.

day night



Dialog: Finn/ Whaddya mean?!

Action:

APR 28 2015

Timing:

EPISODE # 1034-217

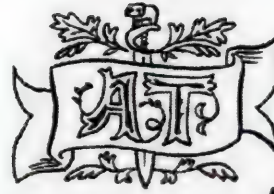
Production:

1034/217

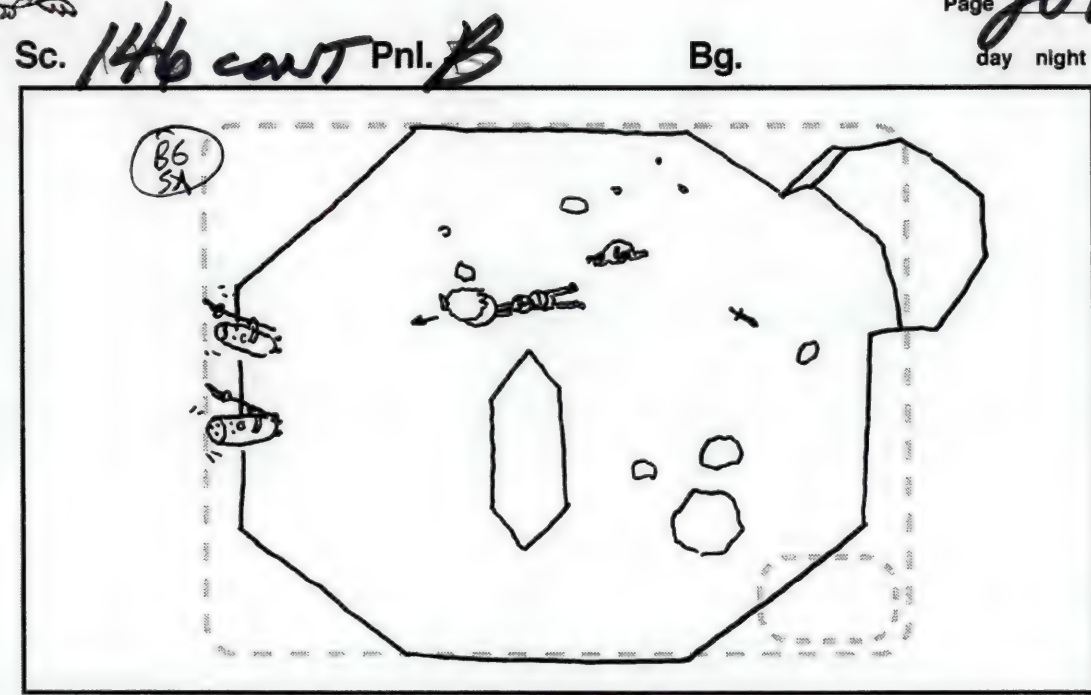
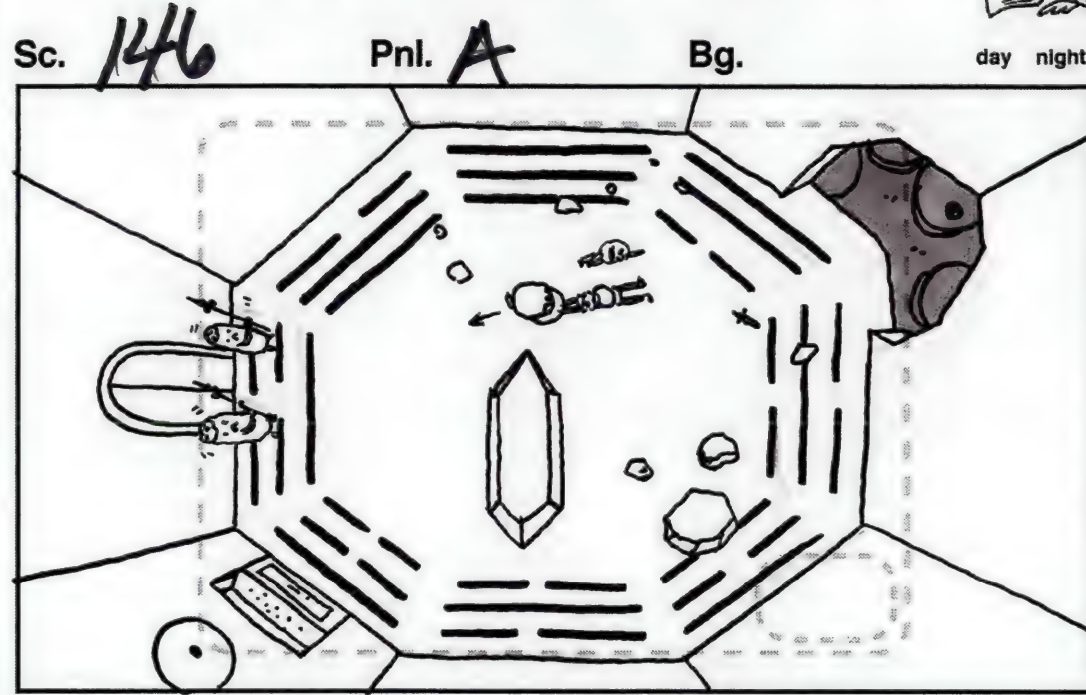
1034/217

1034/217

ADVENTURE TIME



Page **204**
day night



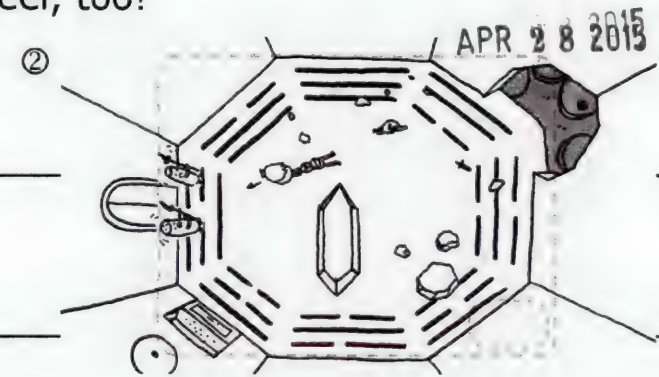
Dialog: Jake: I feel like I'm in a slow motion terror dream!

Finn: That's how i feel, too!

Action:

- Banana guards quivering
- Moon walking towards banana guards

Timing:



EPISODE #

1034-217

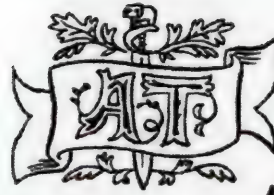
1034/217

Production:

1034/217

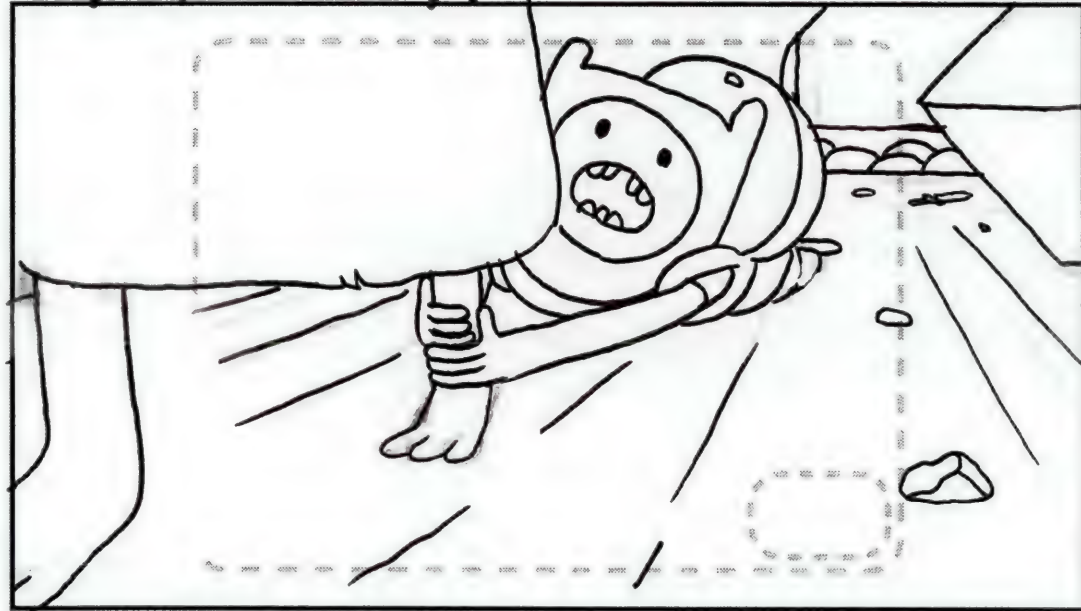
1034/217

ADVENTURE TIME

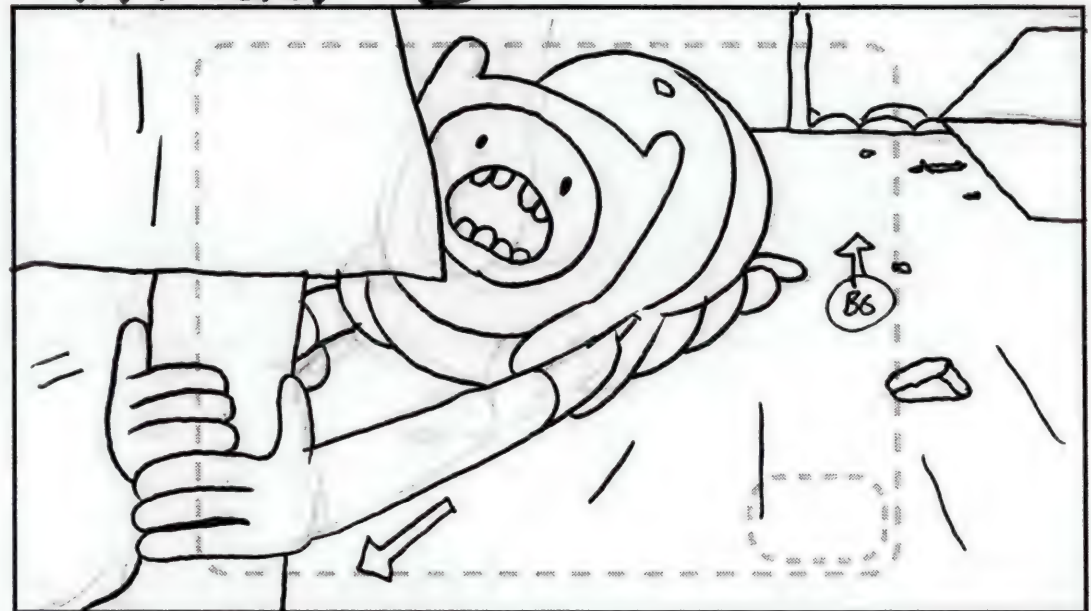


Page **205**

Sc. **147** Pnl. **A** Bg. day night



Sc. **147 cont** Pnl. **B** Bg. day night



Dialog: Finn Banana Guards -

Finn HELP!

Action:

APR 28 2015

Timing:

1034-217

EPISODE #

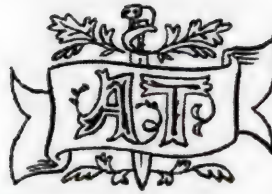
1034/217

Production:

1034/217

1034/217

ADVENTURE TIME

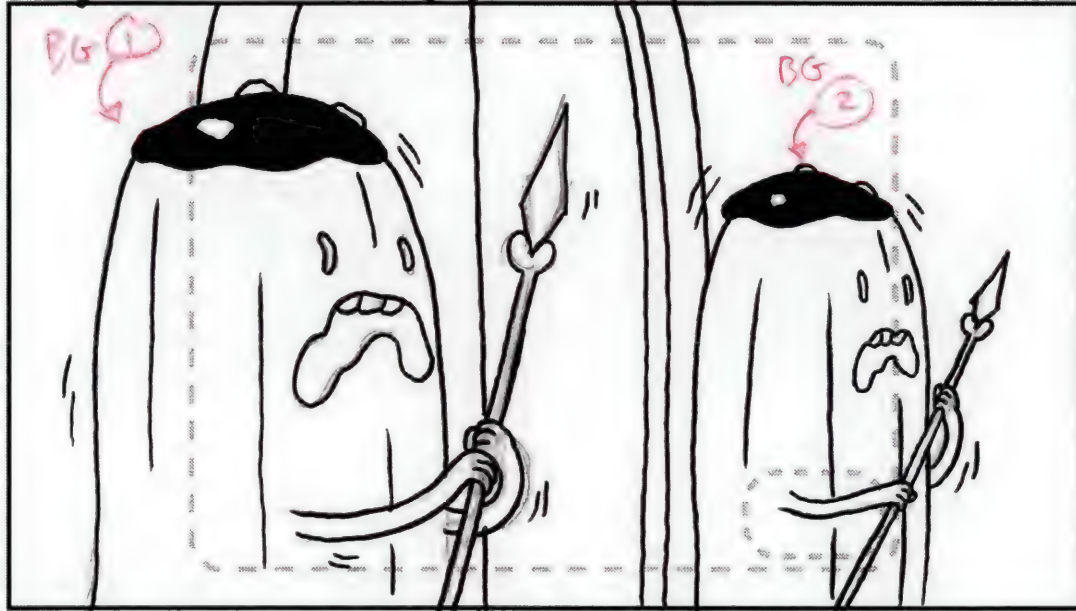


Sc. **148**

Pnl. **A**

Bg.

day night



Sc. **149**

Pnl. **A**

Bg.

day night



Page **206**

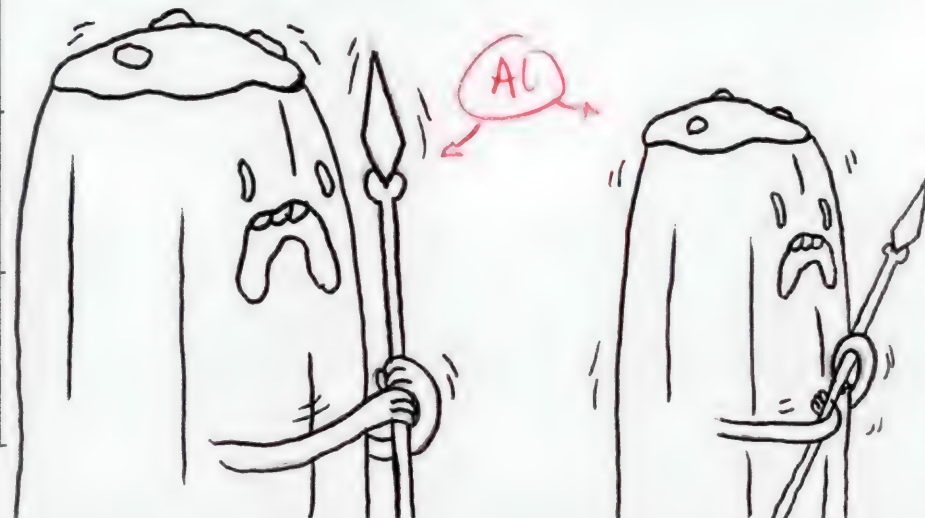
1034-217

EPISODE #

1034/217

Dialog:

BG1+2 / UHHH



- B'GUARDS
TREMBLE
W/ FEAR.

APR 28 2015

Production:

1034/217

1034/217

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ADVENTURE TIME

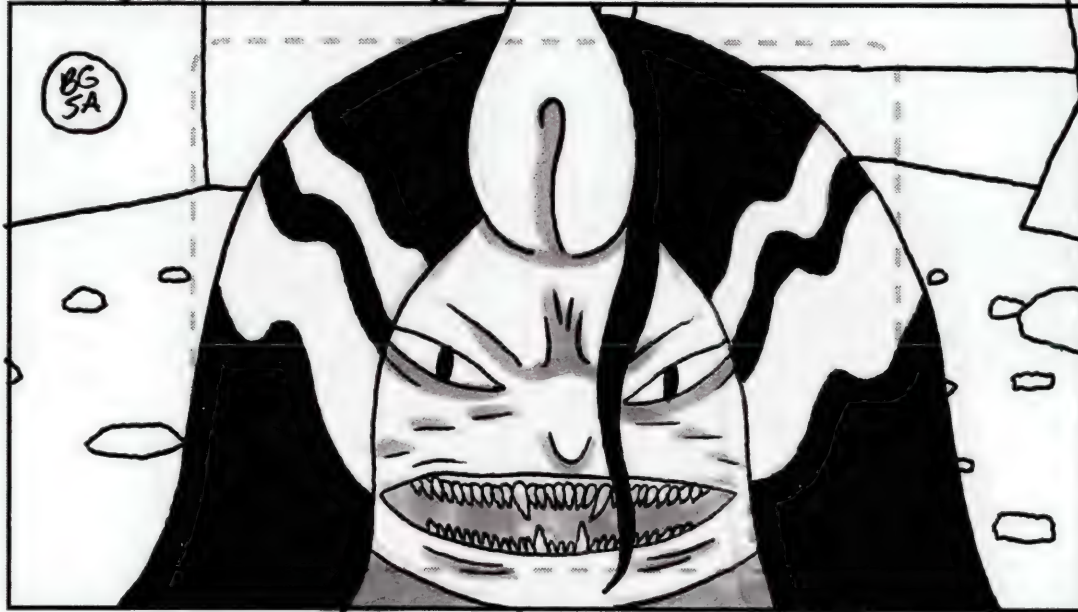


Page **207**
day night

Sc. **149 CONT** Pnl. **B**

Bg.

day night

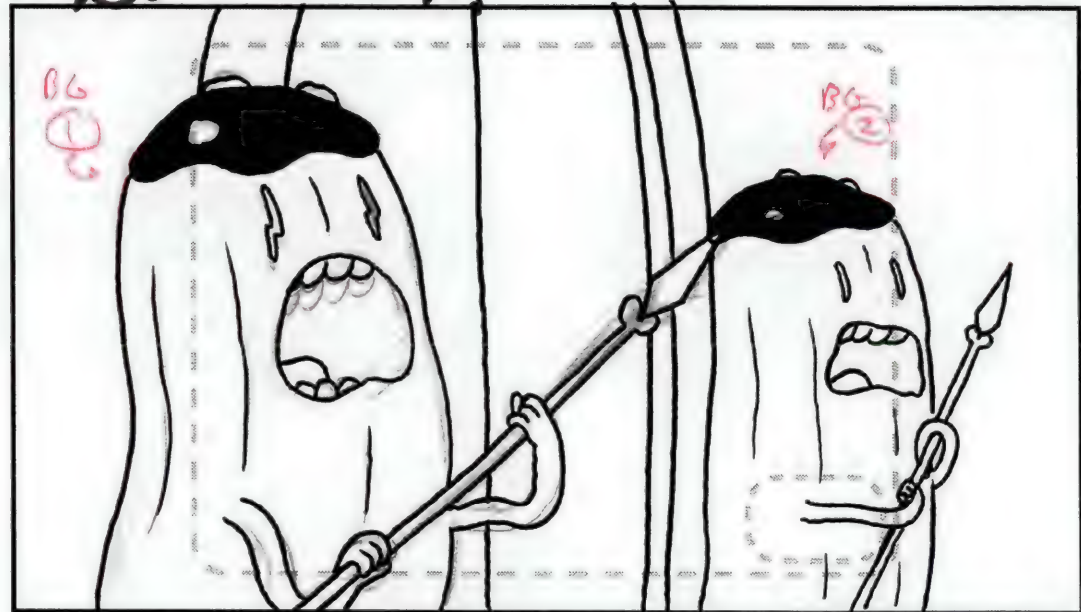


Sc. **150**

Pnl. **A**

Bg.

day night



Dialog:

Moon/ :Hiss:



BG1+2 / A AAA

Action:

-MOON APPROACHES CAM.

APR 28 2015

Timing:

1034-217

EPISODE #

1034/217

Production:

1034/217

ADVENTURE TIME



Page **208**
day night

Sc. **150 CONT** Pnl. **B**

Bg.

day night



Sc. **150 CONT** Pnl. **C**

Bg.

day night



Dialog:

BGI+2/ AAA ————— AAGLORBLE

Action:

- CHOCOLATE MELTS OVER THEIR FACES.

APR 28 2015

Timing:

EPISODE #

1034-217

Production:

1034/217

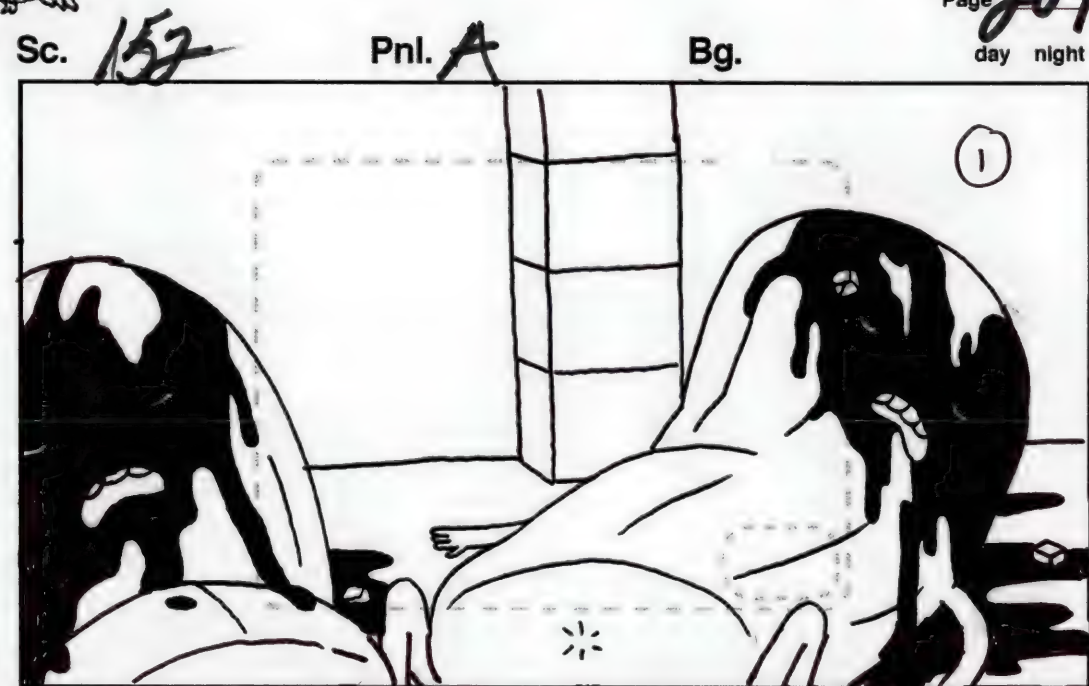
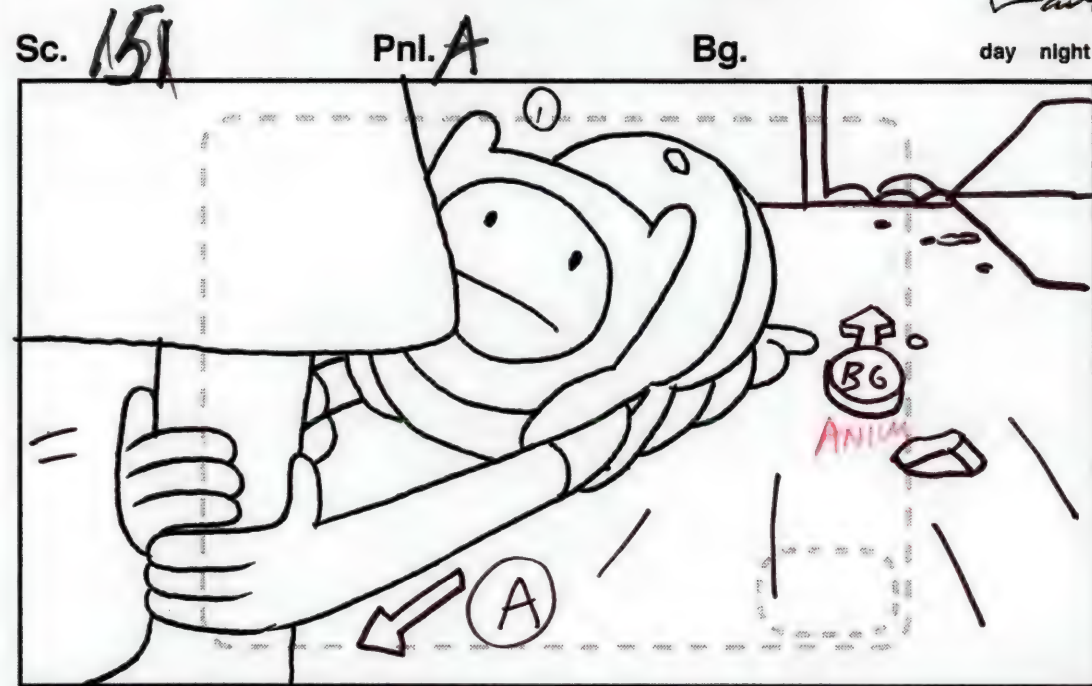
1034/217

1034/217

ADVENTURE TIME



Page **209**
day night



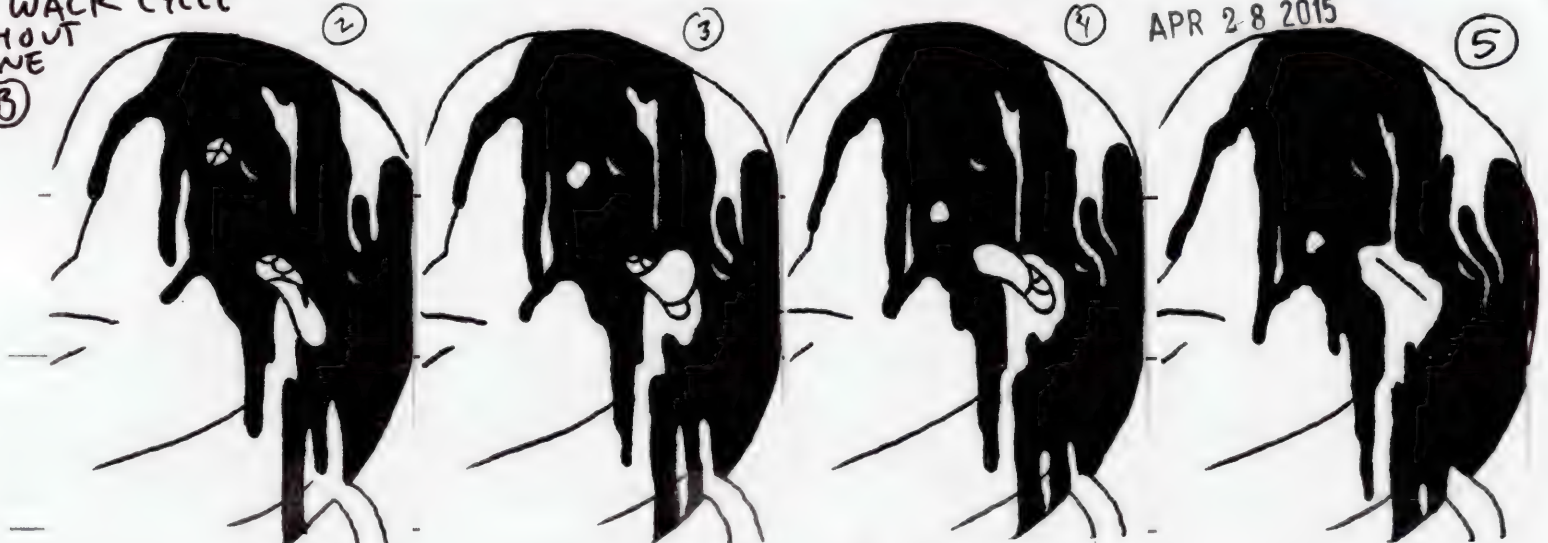
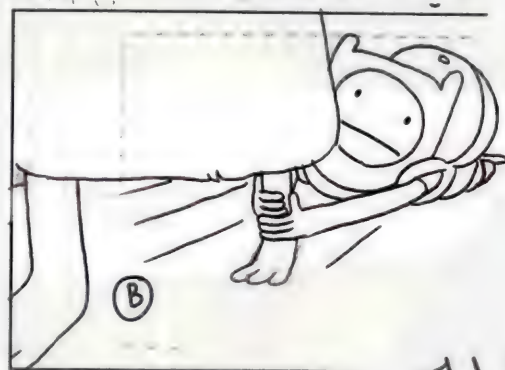
Dialog:

Finn (Vurps in his mouth)

(3) GHUH! =

-MOON WALK CYCLE
THROUGHOUT
SCENE

(A+B)



APR 2-8 2015

- B GUARD LICKS CHOCOLATE.

EPISODE # 1034-217

1034/217

1034/217

1034/217

ADVENTURE TIME

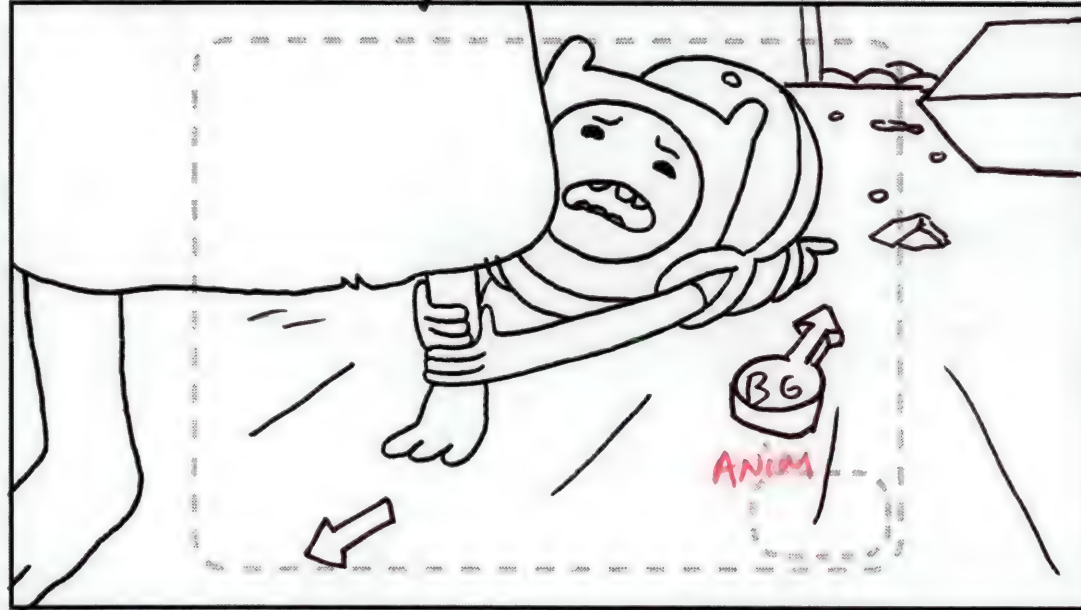


Sc. **153**

Pnl. **A**

Bg.

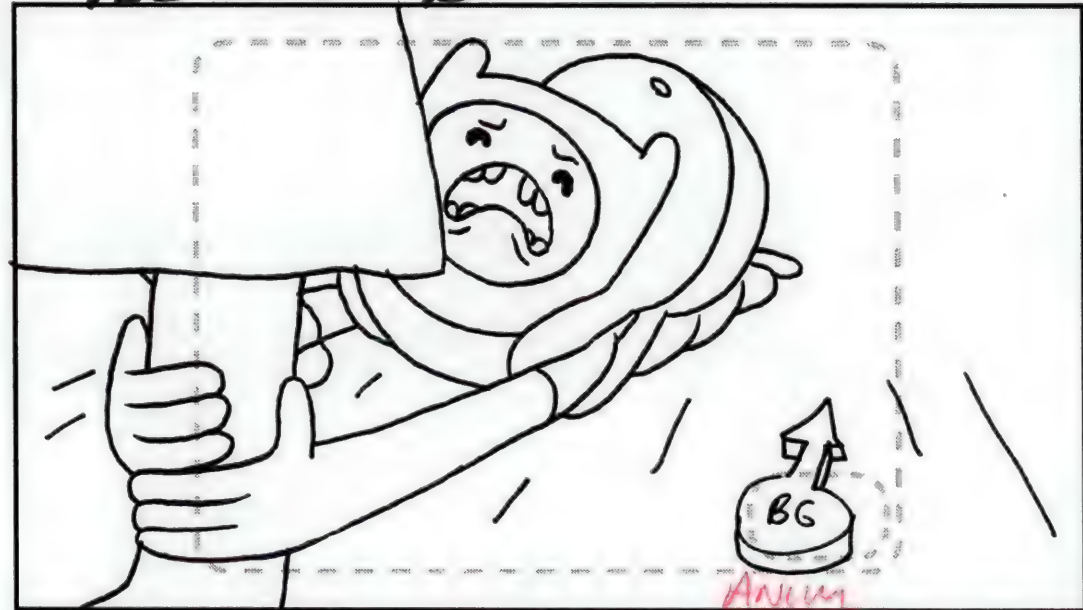
day night



Sc. **153 cont** Pnl. **B**

Bg.

Page **210**
day night



Dialog:

Finn/ Princess, I can't stop her!

Action:

APR 28 2015

Timing:

EPISODE # **1034-217**

Production:

1034/217

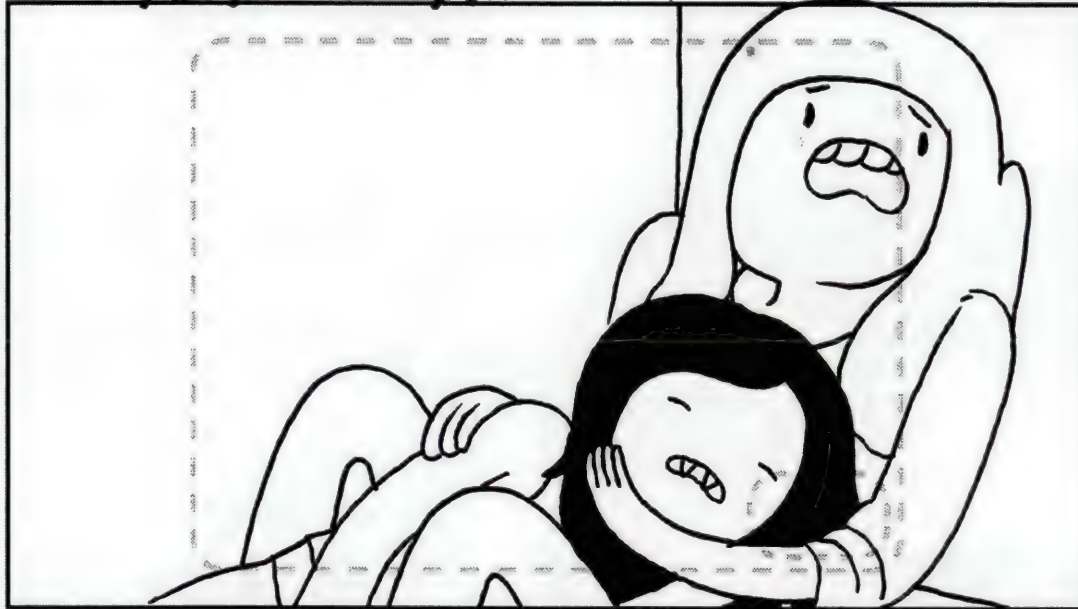
1034/217

1034/217

ADVENTURE TIME



Sc. 154 Pnl. A Bg. day night



Sc. 155 Pnl. A Bg. day night



Dialog: PB / YOU KIND OF HAVE TO FINN!

Finn / RATS

Action:

Timing:

APR 28 2015

EPISODE #

Production:

Page 211
day night

1034/217

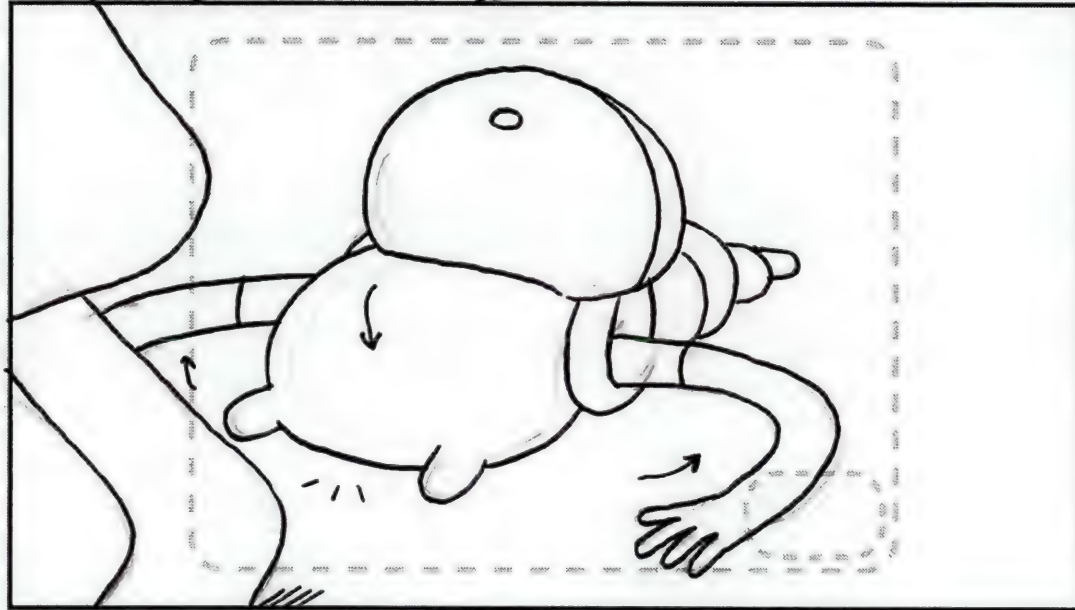
1034/217

ADVENTURE TIME

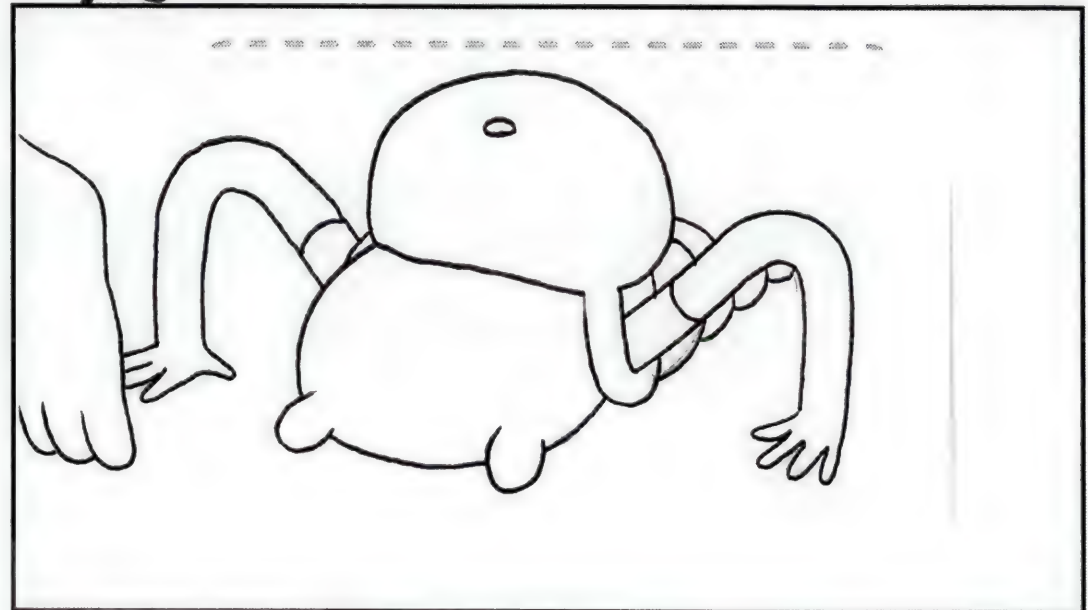


Page **212**
day night

Sc. **155 cont** Pnl. **B** Bg. day night



Sc. **155 cont** Pnl. **C** Bg. day night



Dialog: **Finn/ Okay**

Action:

APR 28 2015

Timing:

EPISODE #

1034-217

Production:

1034/217

1034/217

1034/217

ADVENTURE TIME

NO SC'S
156-157

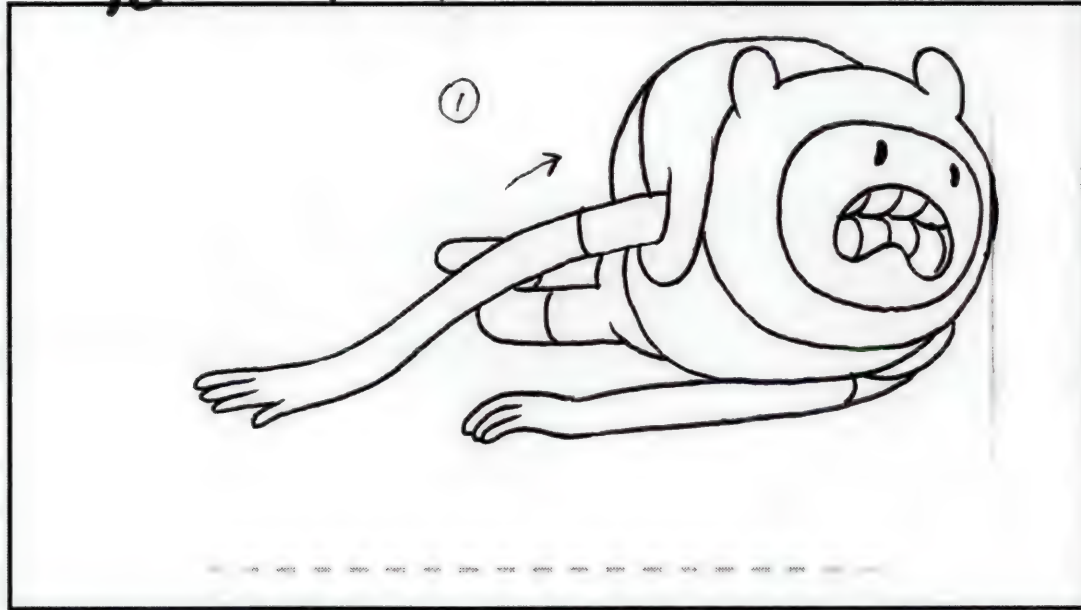


Page **213**
day night

Sc. **155 cont** Pnl. **D**

Bg.

day night

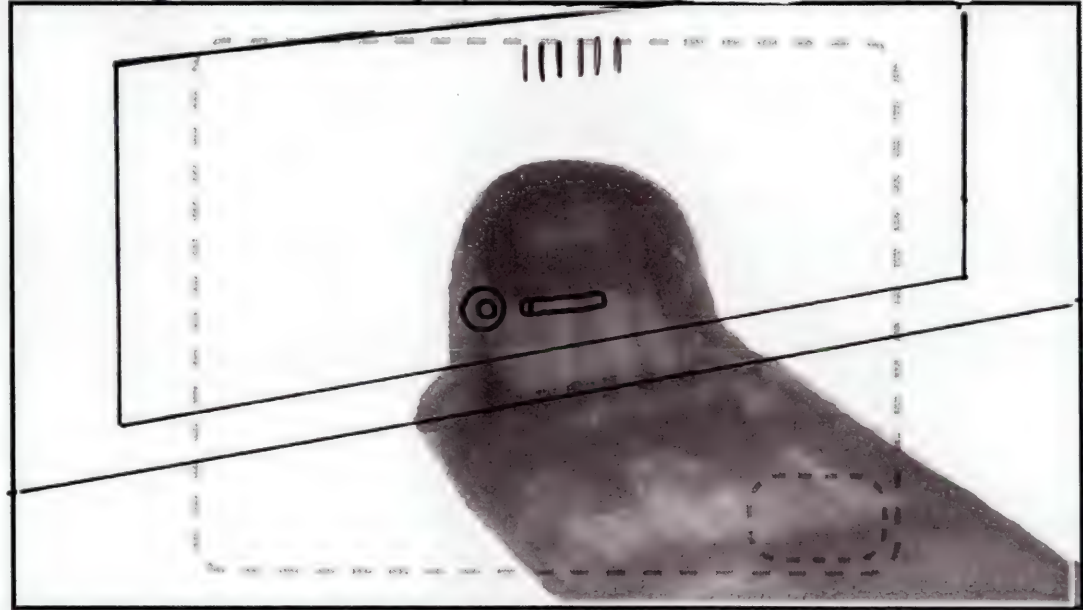


Sc. **158**

Pnl. **A**

Bg.

day night



Dialog:

Finn ① Lemme get ② my sword

Action:

Timing:



APR 28 2015

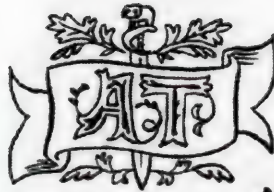
EPISODE #
1034-217

1034/217

Production:

1034/217

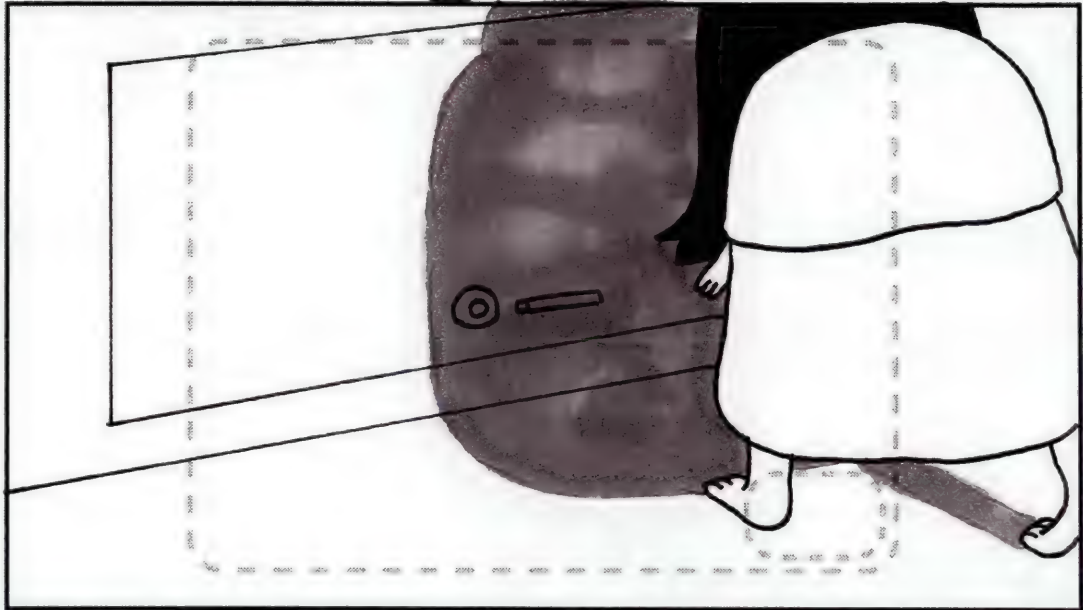
ADVENTURE TIME



Sc. 158 cont Pnl. B

Bg.

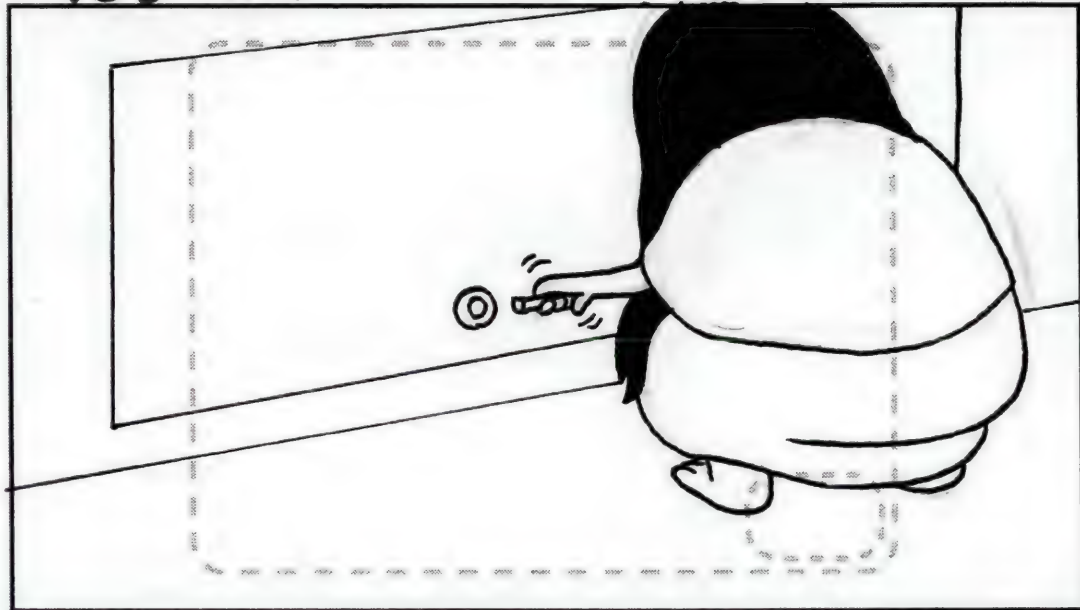
day night



Sc. 158 cont Pnl. C

Bg.

day night



Page 214

Dialog:	Moon: Marceline...
	sfx/(jiggle jiggle)
Action:	-MOON APPROACHES CABINET.
	APR 28 2015
Timing:	

EPISODE # 1034-217

Production:

ADVENTURE TIME



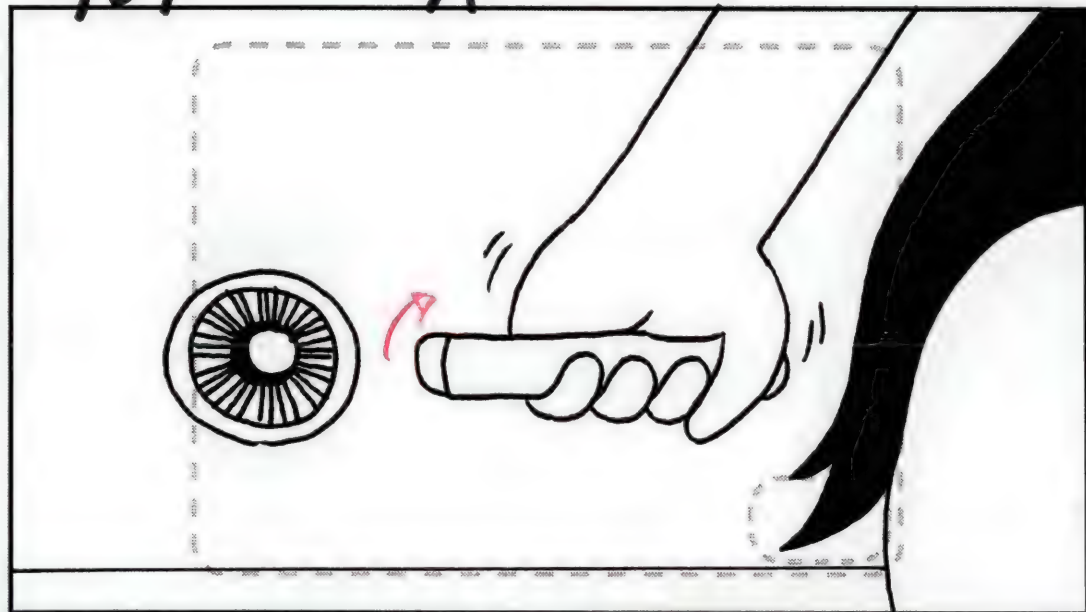
Page **215**
day night

Sc. **159**

Pnl. **A**

Bg.

day night

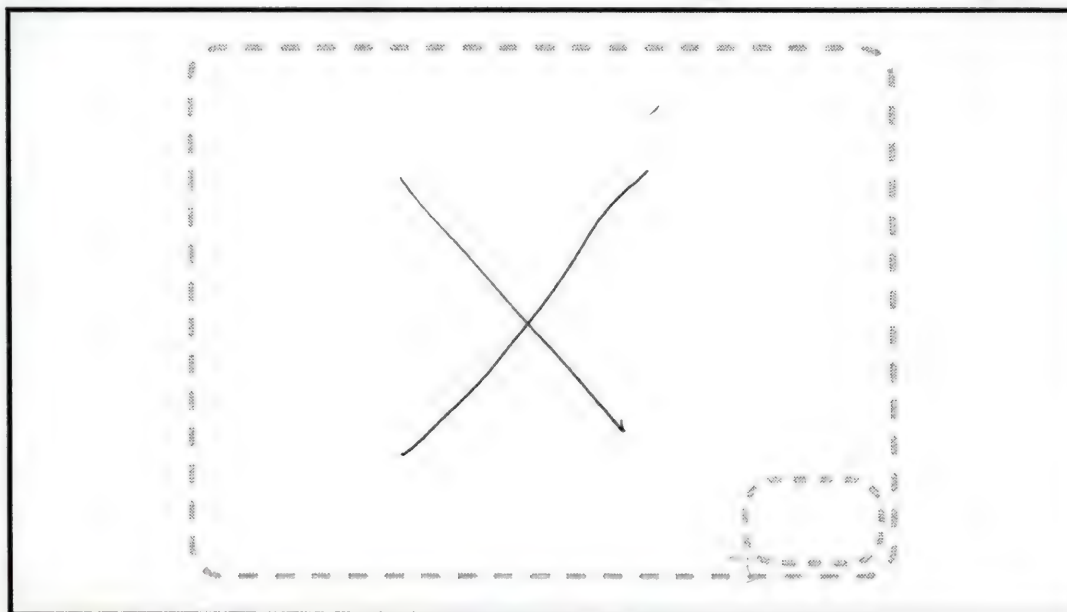


Sc.

Pnl.

Bg.

day night

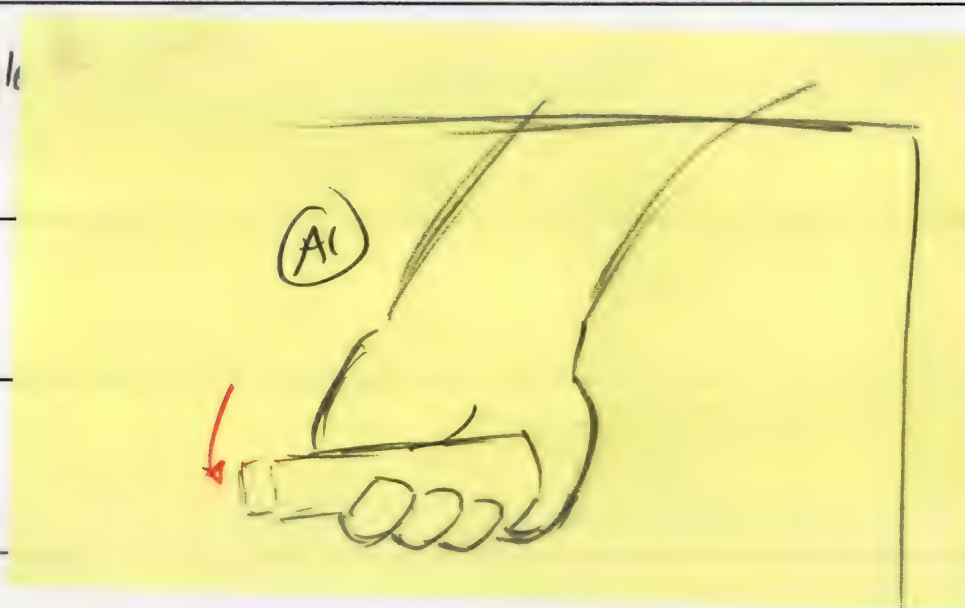


Dialog:

sfx/ "jiggle jiggle"

Action:

Timing:



APR 28 2015

EPISODE # 1034-217

Production:

1034/217

1034/217

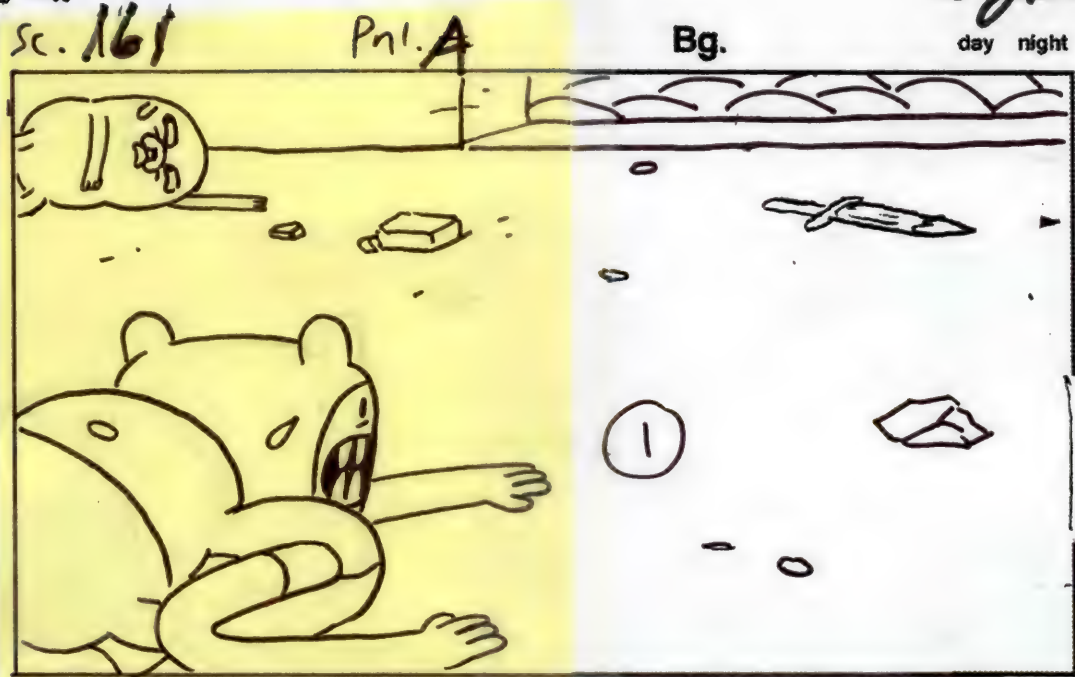
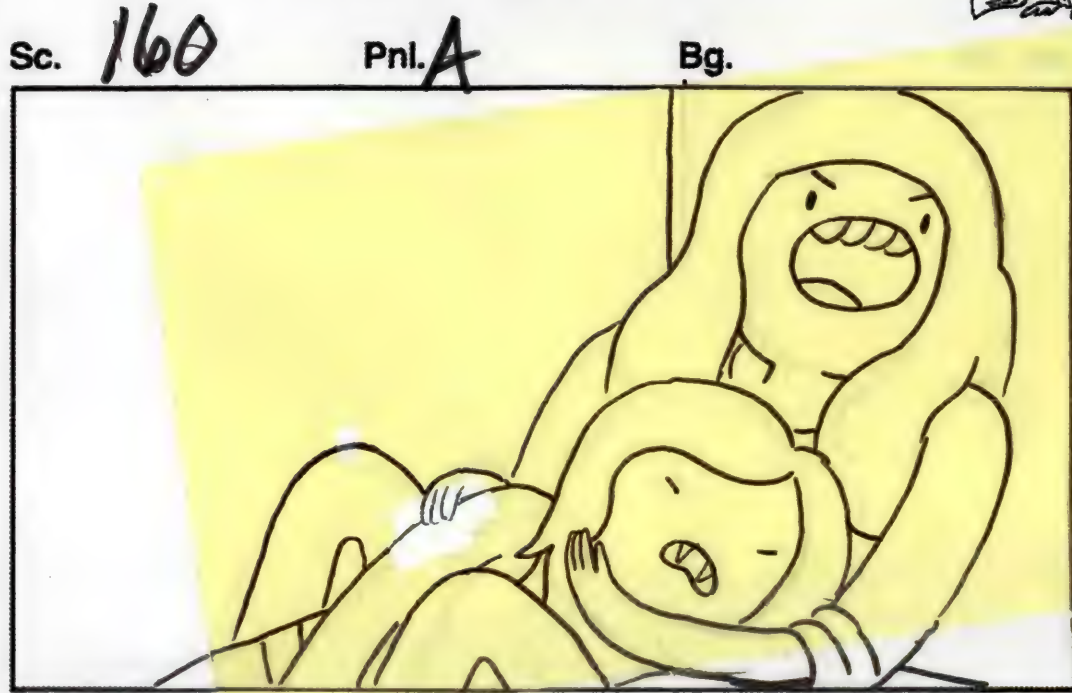
1034/217

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ADVENTURE TIME



Page 216
day night



Dialog:

PB: IT'S LOCKED, DIPSTICK!

Action:

SFX/(jiggle jiggle)

Timing:

F! Uh!



APR 28 2015

- F. CRAWLS
TOWARDS
STAKE SWORD

EPISODE #

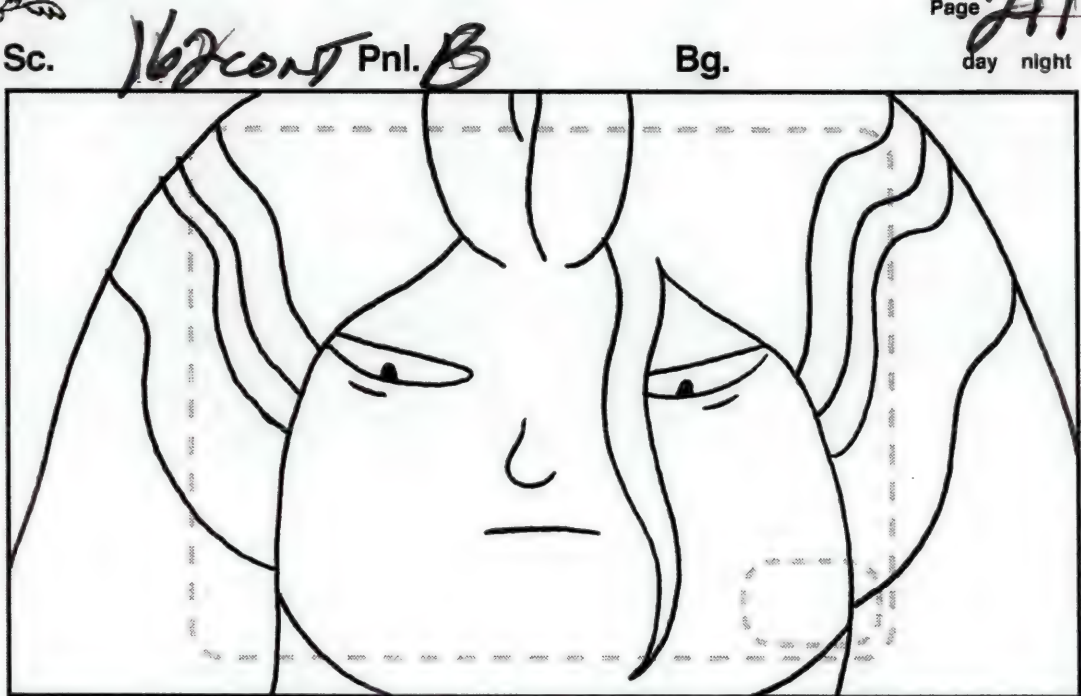
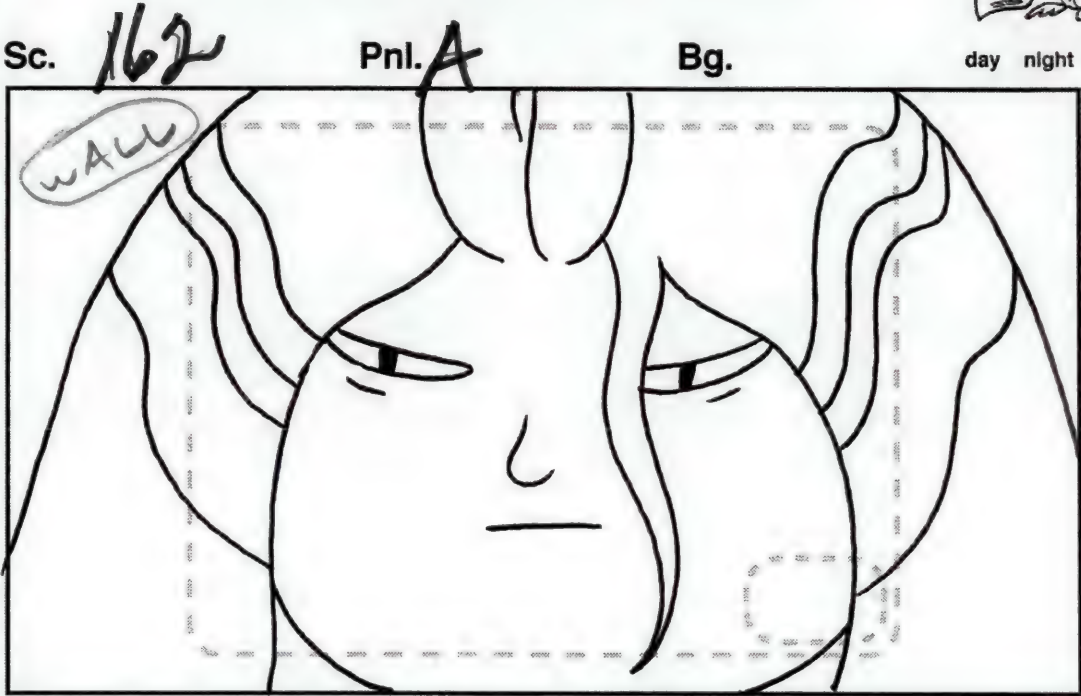
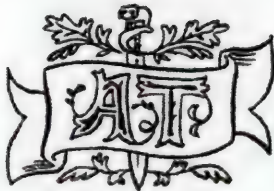
1034-217

Production:

1034/217

1034/217

ADVENTURE TIME



Dialog:
Action: - MOON LOOKS AT LOCK. APR 28 2015
Timing:

EPISODE # 1034-217

Production:

ADVENTURE TIME

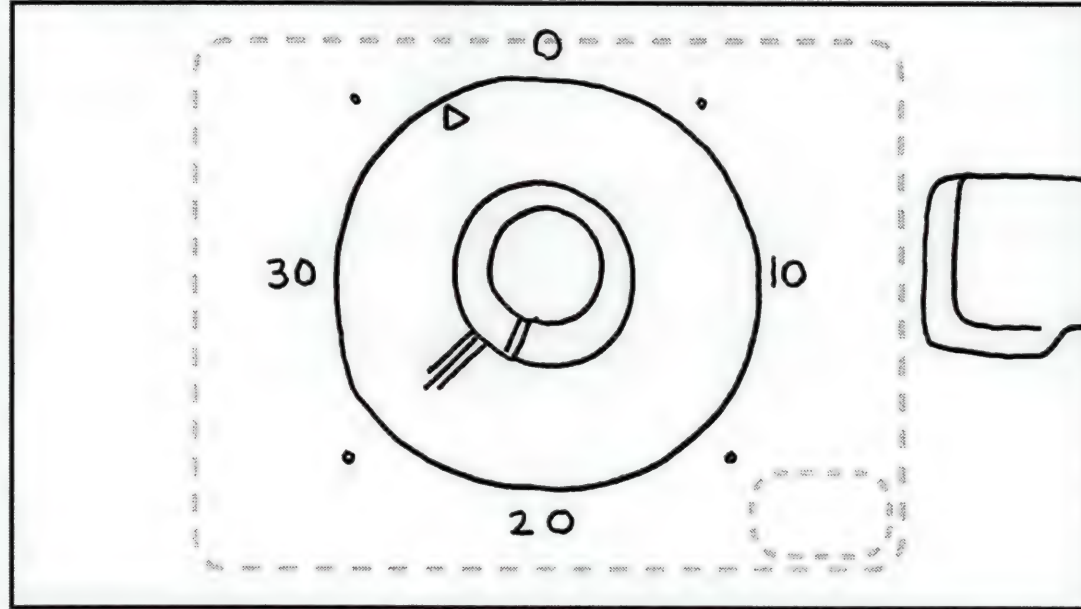


Sc. 163

Pnl. A

Bg.

day night

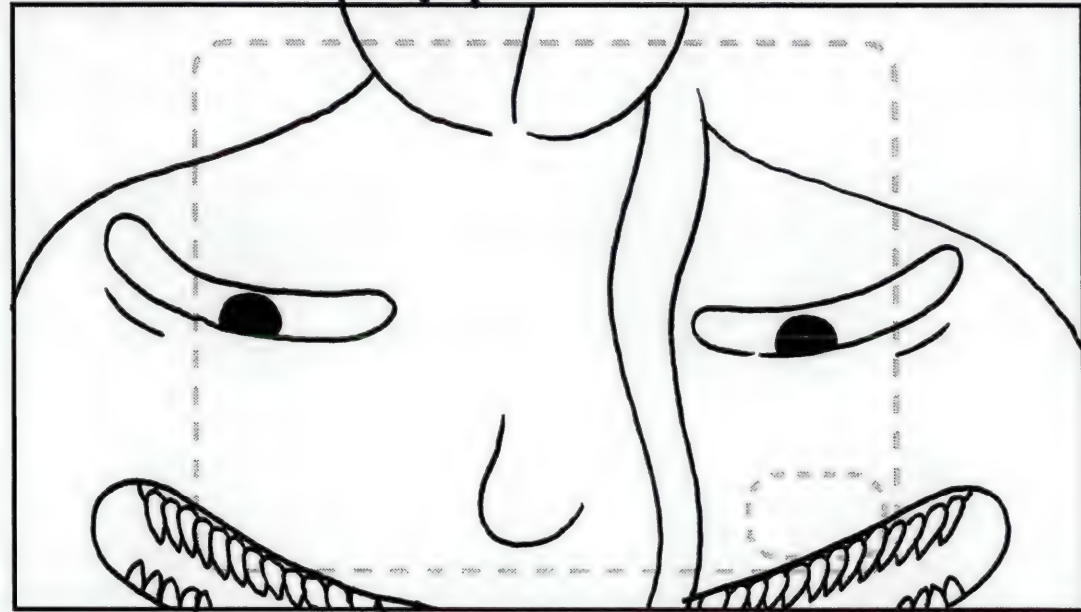


Sc. 164

Pnl. A

Bg.

Page 218
day night



Dialog:

MOON/ OPEN PIG!

Action:

APR 28 2015

Timing:

EPISODE # 1034-217

Production:

1034/217

1034/217

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1034/217

ADVENTURE TIME



No Scs 165-166

Page **219**
day night

Sc. OUT	Pnl.	Bg.	day	night

Sc. 164	<i>cont</i>	Pnl. B	Bg.	day	night

Dialog:	<p><u>MOON</u>/ OPEN PIIIGGG !!</p>
Action:	
Timing:	

APR 28 2015

EPISODE # 1034-217

Production:

1034/217

1034/217

ADVENTURE TIME

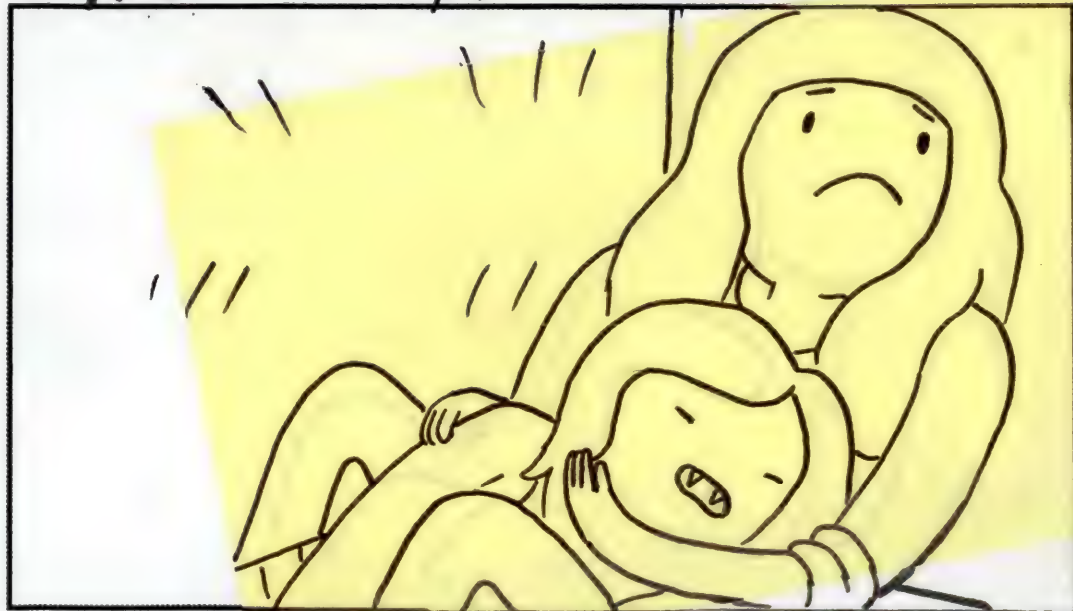


Page 220
dav

Sc. 167

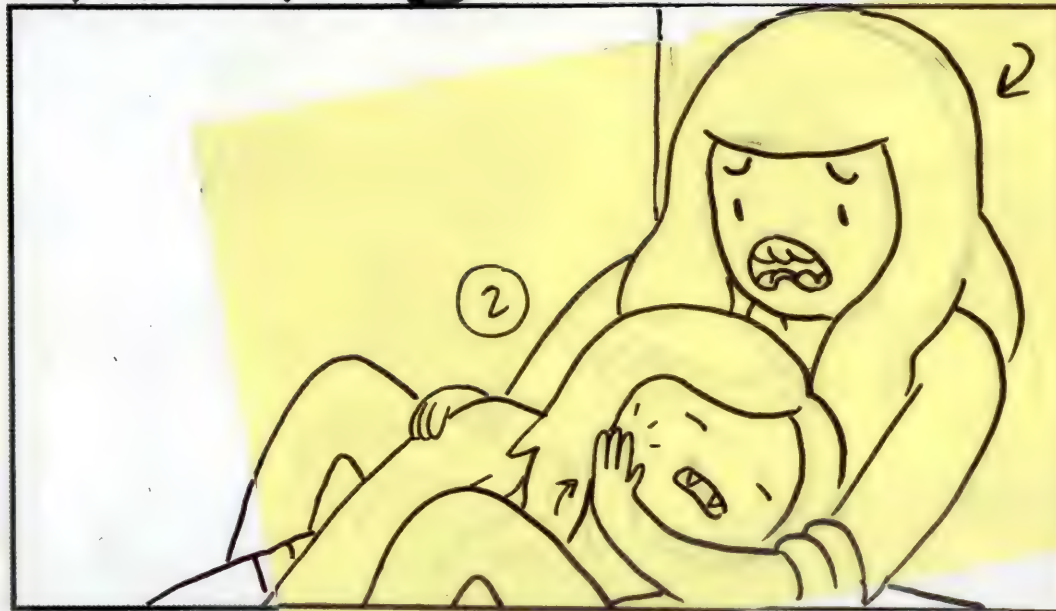
Pnl. A

Bg.



Sc. 167 cont Pnl. B

Bg.



Dialog:

MOON / ^(V)PIGG! PIGG!

Action:

SFX
(locke-rattling)

Timing:

PB / come on Marc!
wake up!!

(smacks face)

APR 8 2015

S/A



1034-217

1034-217

1034/217

ADVENTURE TIME

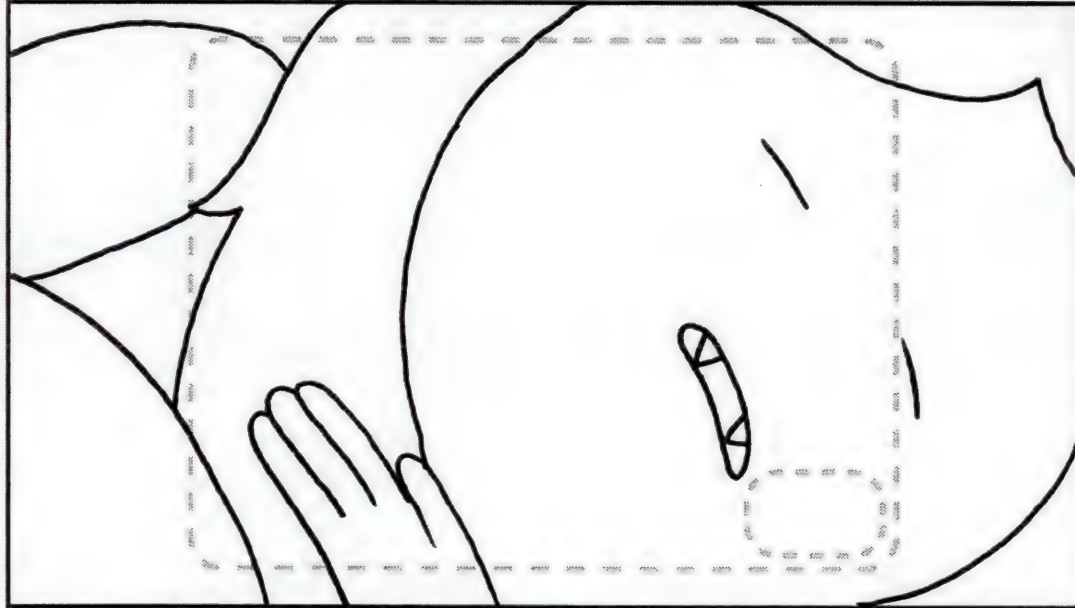


Sc. 168

Pnl. A

Bg.

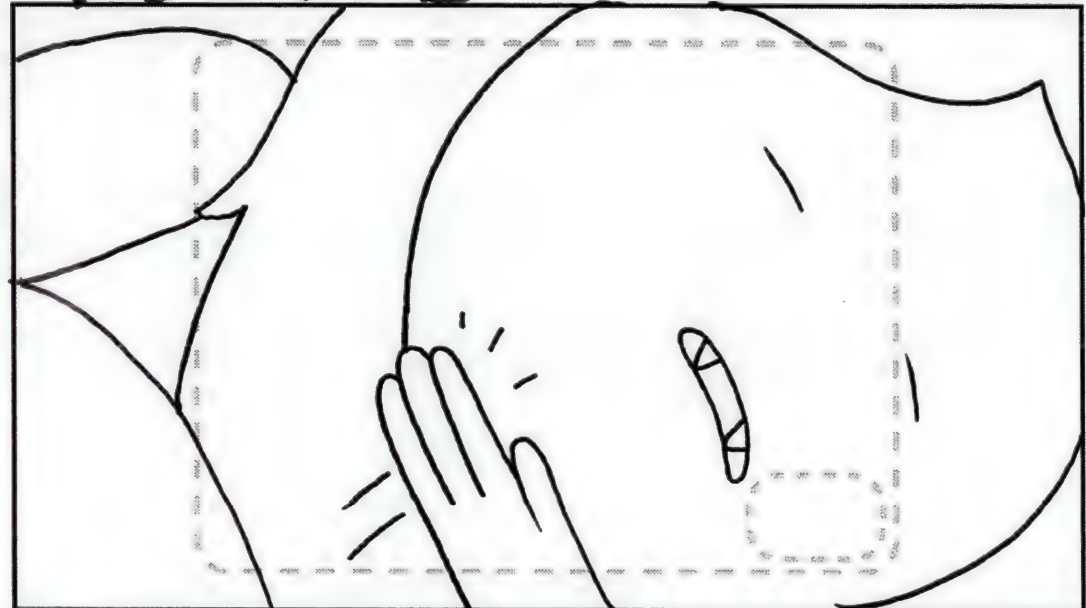
day night



Sc. 168 cont Pnl. B

Bg.

Page 271
day night



Dialog:

PB/ WAKE UP!

cycle
x 2

Action:

APR 28 2015

Timing:

1034-217

EPISODE #

1034/217

Production:

1034/217

1034/217

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ADVENTURE TIME



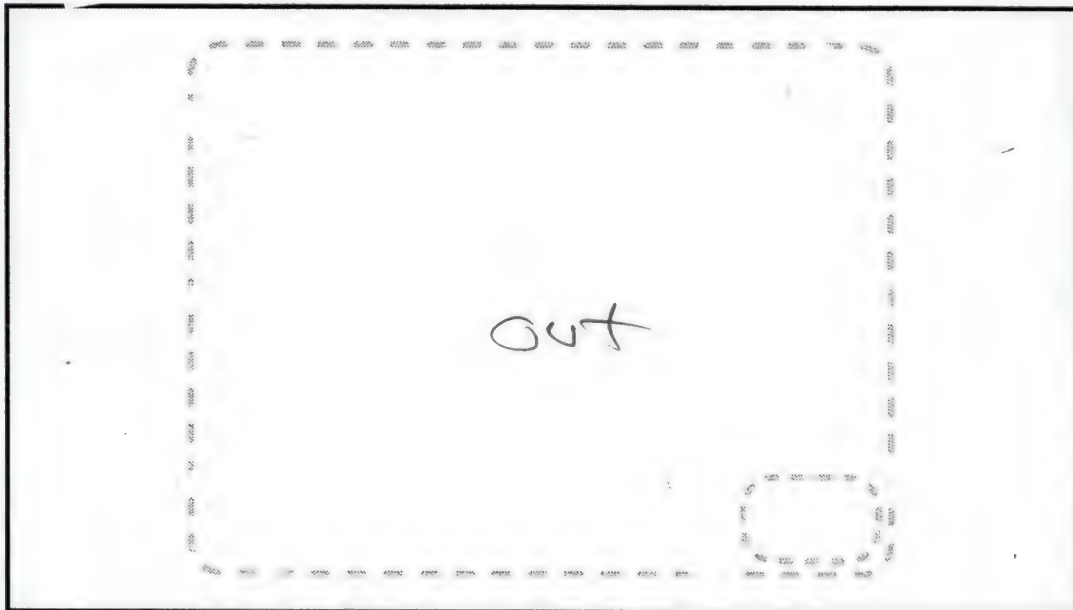
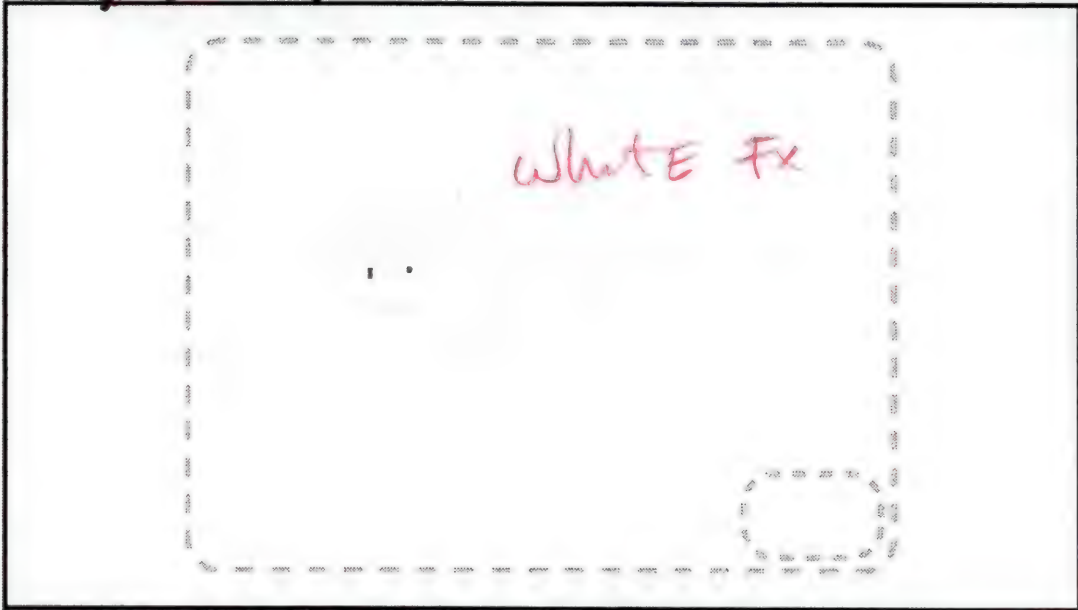
Page **222**

Sc. **168 CONT** Pnl. **C** Bg. _____

day night

Sc. _____

day night



Dialog:

FADE to white

SFX (Flash)

Action:

APR 28 2015

Timing:

EPISODE # **1034-217**

Production:

1034/217

1034/217

ADVENTURE TIME



Page **223**

Sc. **169**

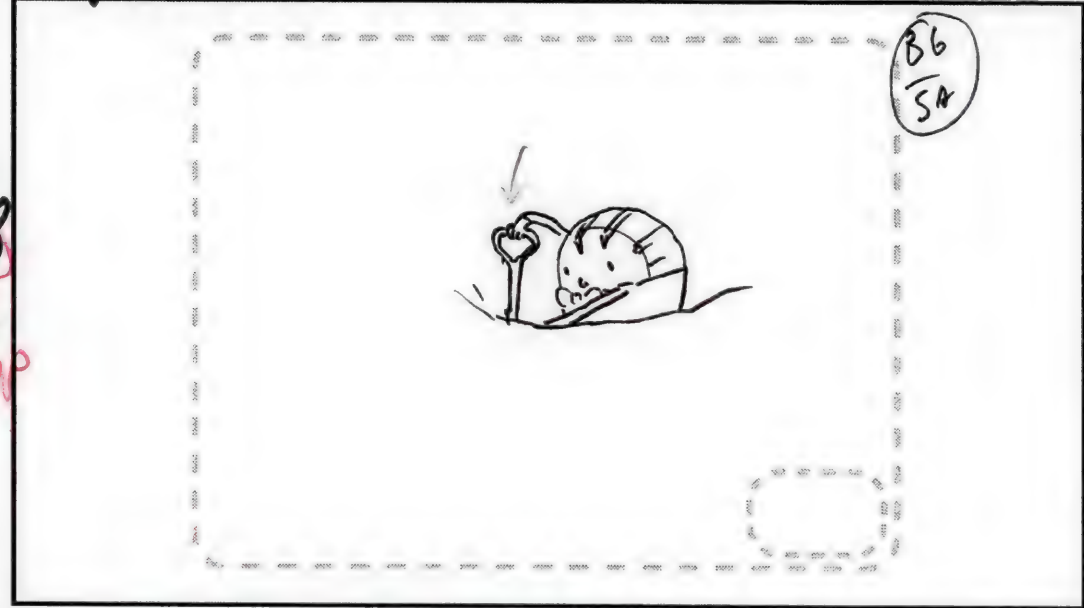
Bg.

day night

Sc. **169** *cont* Pnl. **C**

Bg.

day night



start (M) (singing) it's spring
A (bass accomp)

-PEP BUT DIGGING HOLE.

Timing:

fade in to m white F5.
(Flash SFX)

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EPISODE # 1034-217

Production:

1034/217

1034/217

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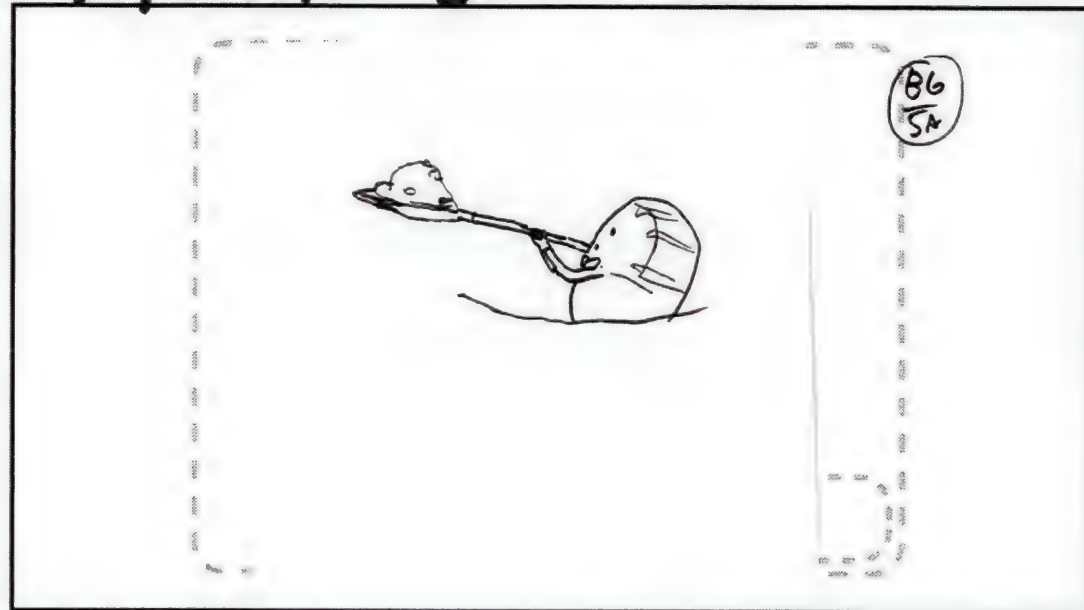
ADVENTURE TIME



Sc. **169 CONT** Pnl. **D**

Bg.

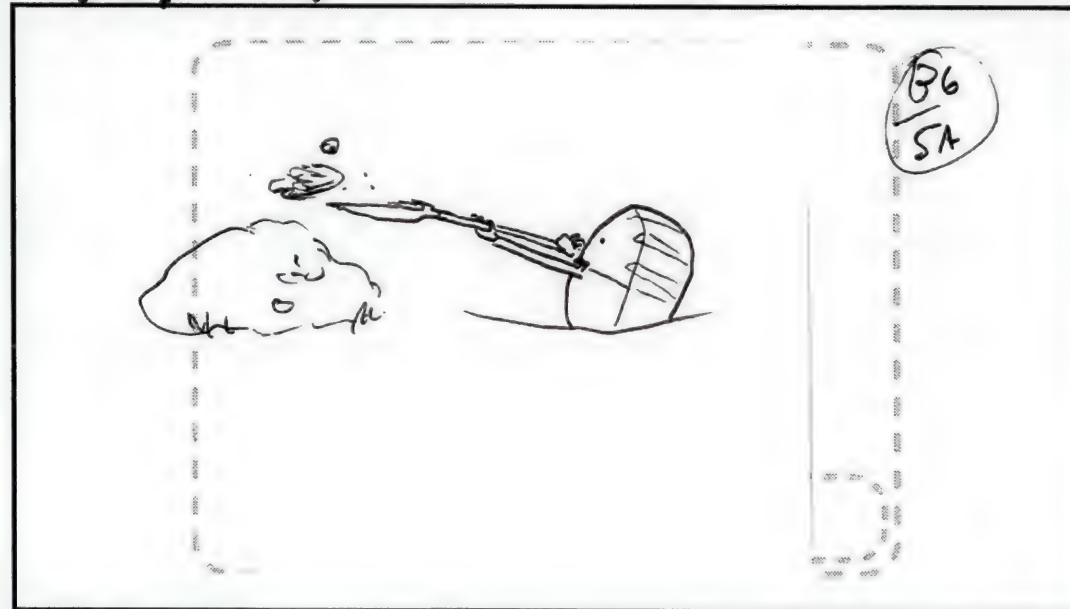
day night



Sc. **169 CONT** Pnl. **E**

Bg.

day night



Dialog:

(M) ♪ AGAIN . . .

Action:

Timing:

APR 28 2015

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EPISODE # 1034-217

Production:

1034/217

1034/217

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ADVENTURE TIME



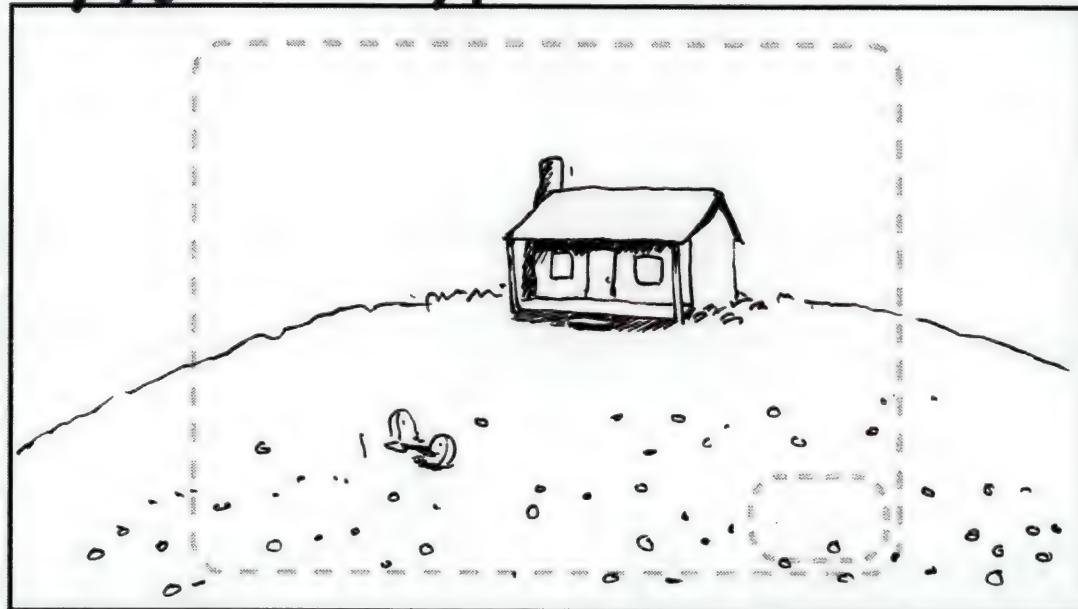
Page 225

Sc. 170

Pnl. A

Bg.

day night

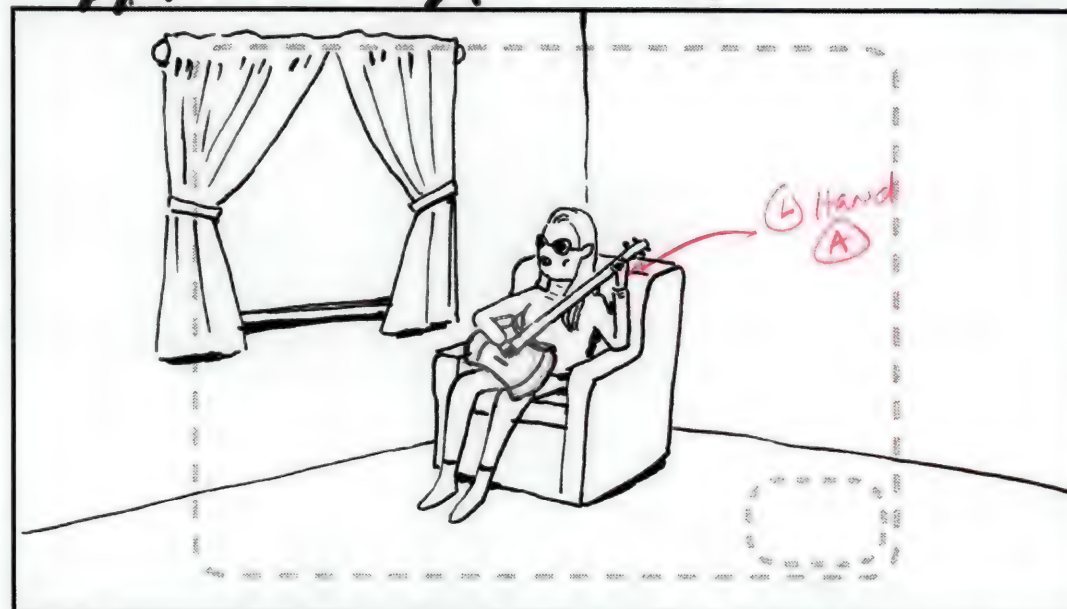


Sc. 171

Pnl. A

Bg.

day night



Dialog:

(M/Vo) singing And the yard is full of tiny flowers (M) you used to call them 'weeds' (+BASS)

Action:

Pep digging ②

- OLDER MARCELINE SITS BY WINDOW, PLAYING BASS. APR 28 2015

Timing:



EPISODE # 1034-217

Production:

1034/217

1034/217

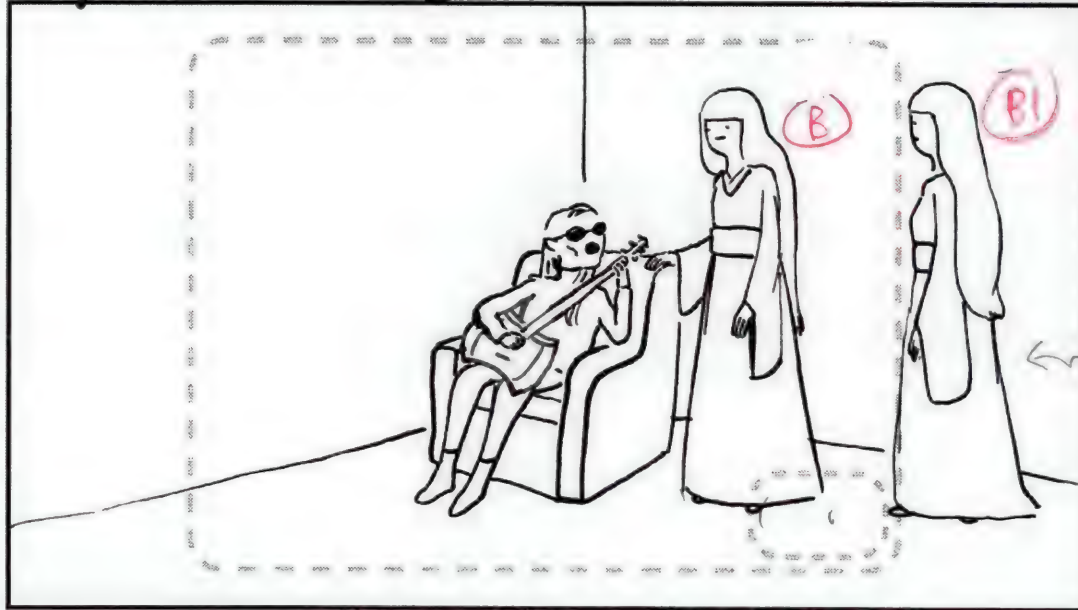
ADVENTURE TIME



Sc. 171 CONT Pnl. B

Bg.

day night



Sc. 171 CONT Pnl. C

Bg.

day night



Dialog:

(M)

♪ You used to call them weeds...

(PB)

sfx (peck)

Action:

Timing:

APR 28 2015

EPISODE # 1034-217

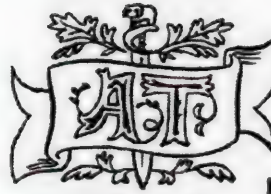
Production:

1034/217

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ADVENTURE TIME



Page **227**
day night

Sc. **171 CONT** Pnl. **D**

Bg.

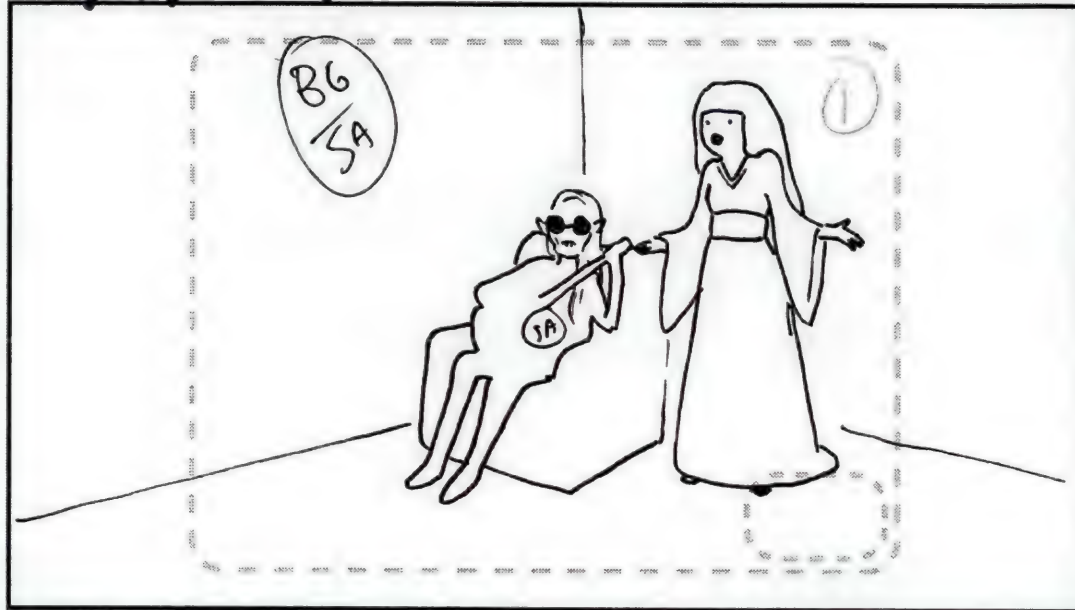
day night

Sc. **172**

Pnl. **A**

Bg.

day night



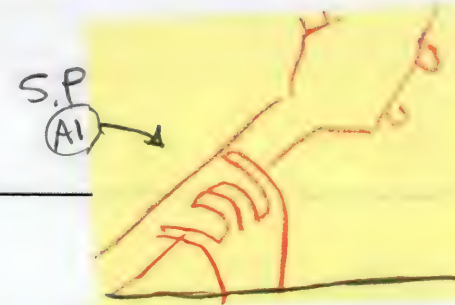
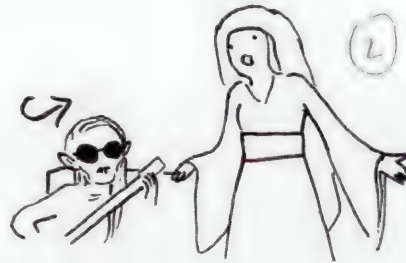
Dialog:

(PB) ♪ but they were growing too tall ♪

Action:

-PB SINGS.

Timing:



APR 28 2015

1034-7
EPISODE #

Production:

1034/217

1034/217

1034/217

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ADVENTURE TIME



Page **228**

Sc. **172 cont** Pnl. **B**

Bg.

day night

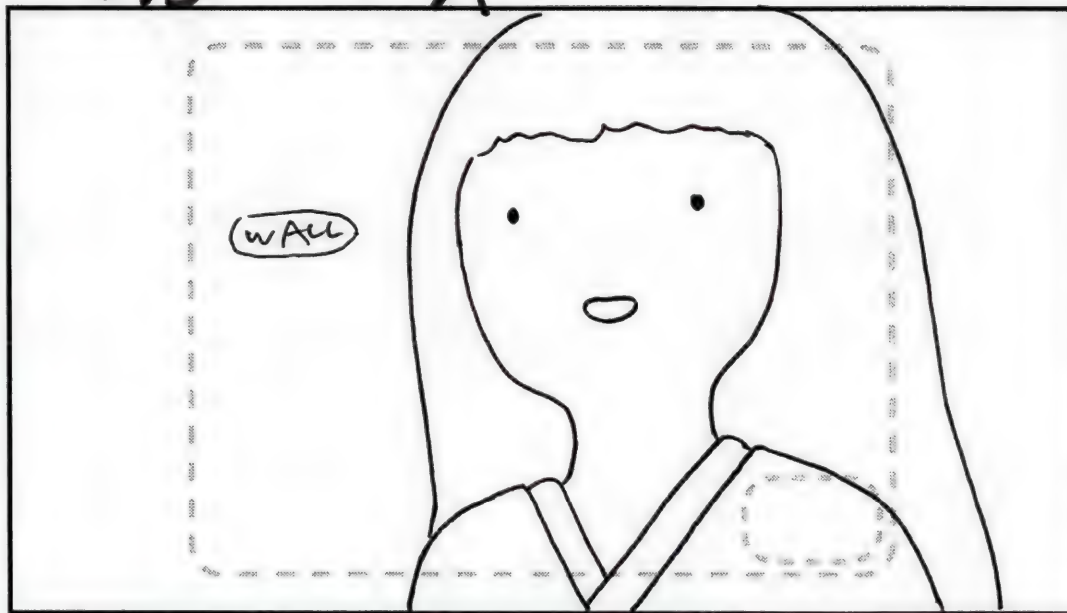


Sc. **173**

Pnl. **A**

Bg.

day night



Dialog:

(M) What? I can't hear you!
(loud)

(PB) I said,

Action:

APR 28 2015

Timing:

1034-217

EPISODE #

1034/217

Production:

1034/217

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ADVENTURE TIME

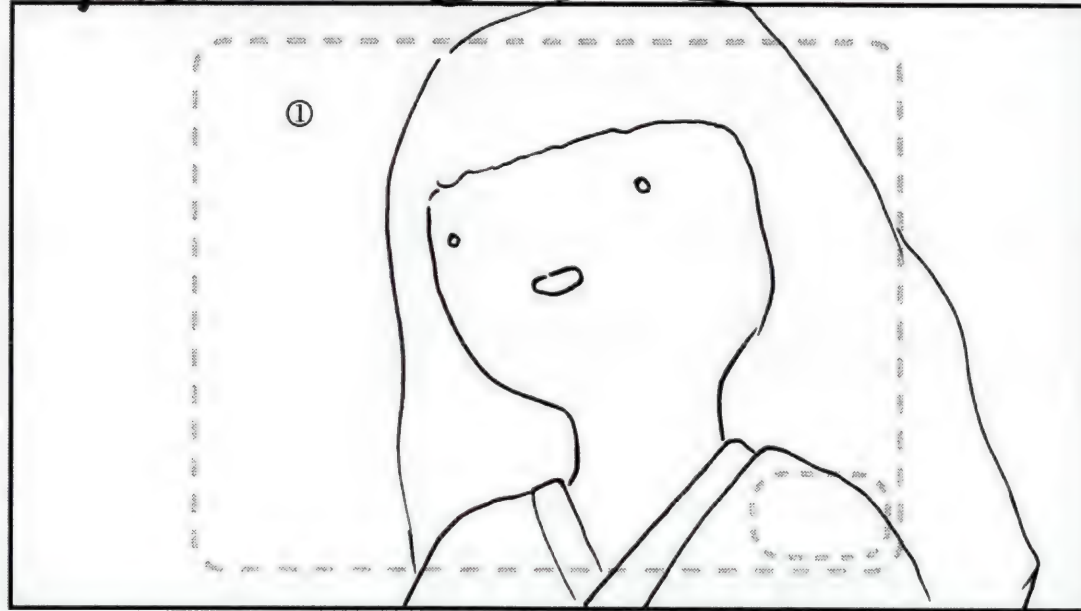


Page **229**

Sc. **173cont** Pnl. **B**

Bg.

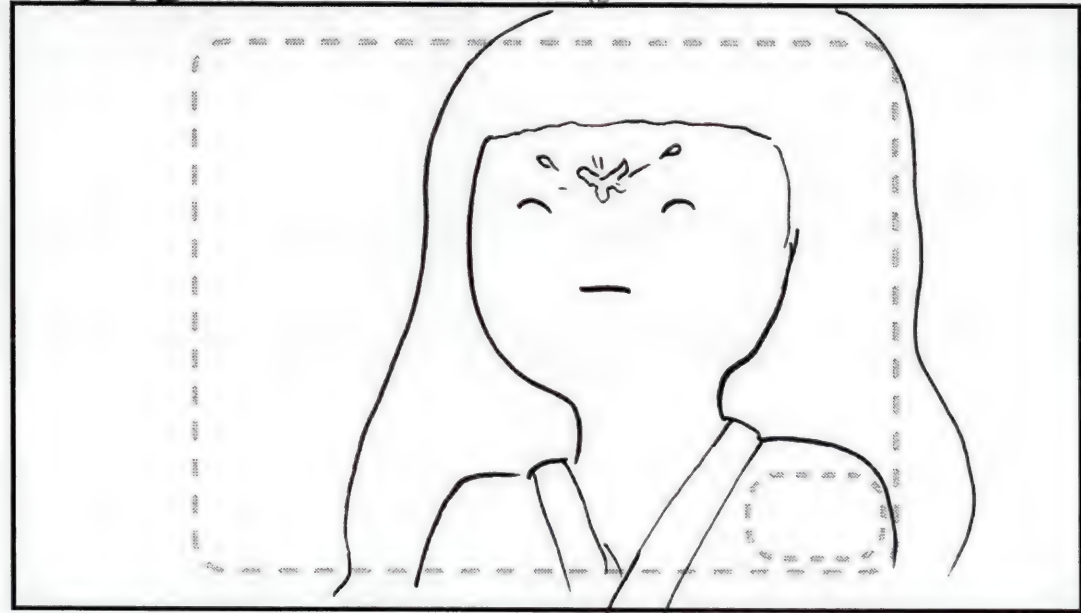
day night



Sc. **173cont** Pnl. **C**

Bg.

day night

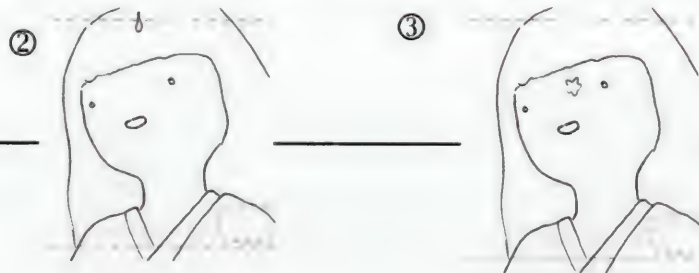


Dialog:

(PB) Wake up, Marceline!

(SFX)
Plip!

Action:



Timing:

APR 28 2015

Raindrop / tear drop falls and hits PB
in the forehead

1034-217

EPISODE #

1034/217

Production:

1034/217

ADVENTURE TIME

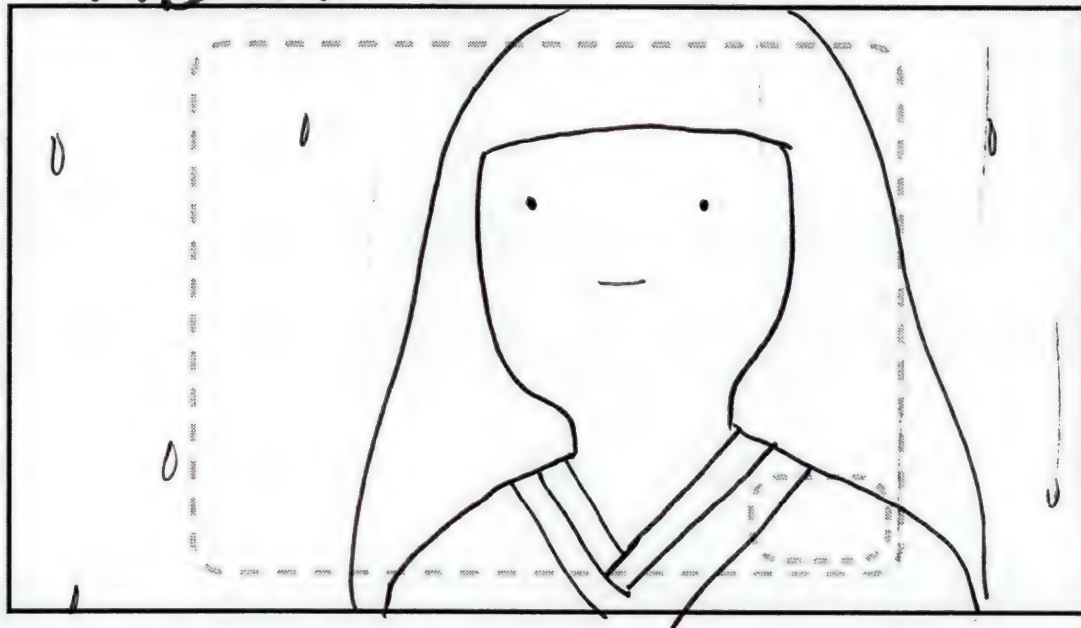


Page 230

Sc. 173 cont Pnl. D

Bg.

day night



Sc. 174

Pnl. A

Bg.

day night



Dialog:

(Sfx) plop plop! plip!

→
(rain sfx cont)

Action:

- MORE DROPS FALL.

- IT'S RAINING INSIDE.

APR 28 2015

Timing:

EPISODE # 1034-217

Production:

1034/217

1034/217

ADVENTURE TIME



Sc. **174** cont Pnl. **B**

Bg.

day night

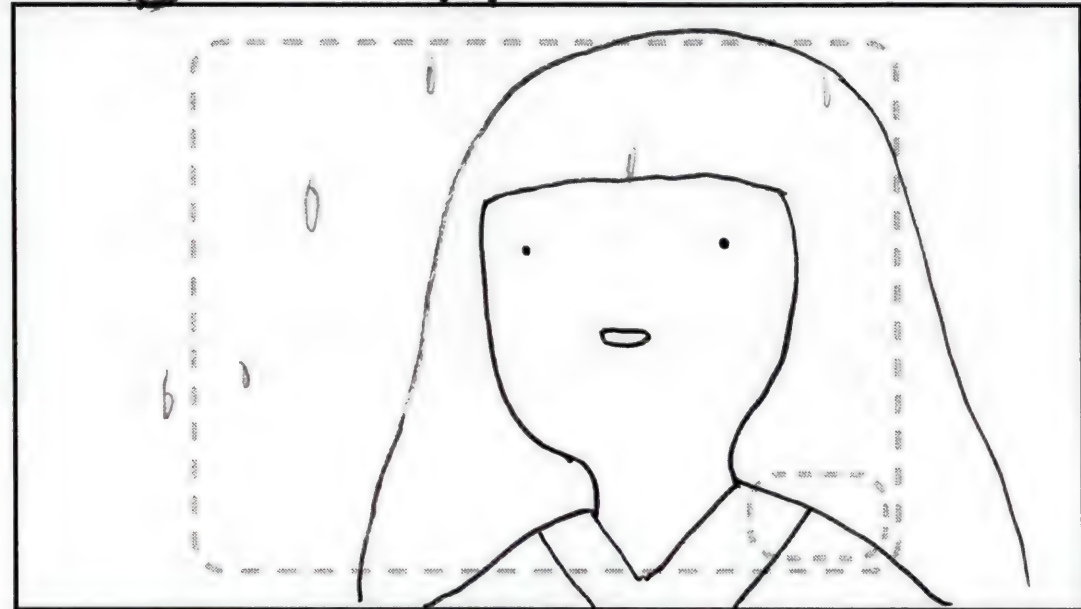


Sc. **175**

Pnl. **A**

Bg.

day night



Dialog:

(M)

Whaaat?

PB. wake -

Action:

Timing:

APR 28 2015

EPISODE # 1034-217

Production:

1034/217

1034/217

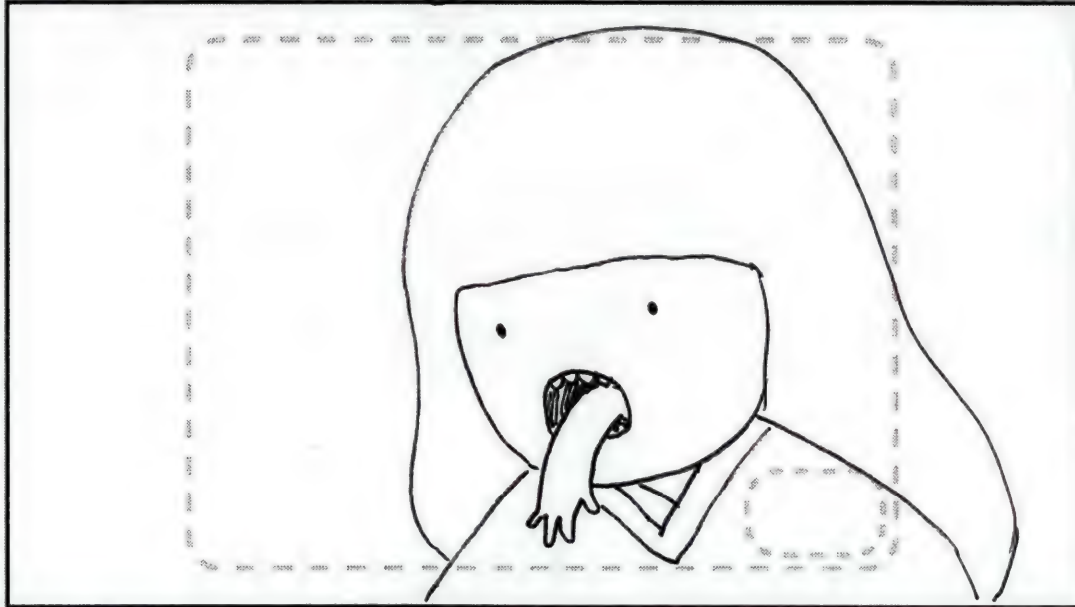
ADVENTURE TIME



Sc. **175 CONT** Pnl. **B**

Bg.

day night



Sc. **176**

Pnl. **A**

Bg.

day night



Page **232**

Dialog:

(PB) UP- Glahp!

(M) huh??

Action:

HAND POPS OUT of M'S MOUTH

APR 28 2015

Timing:

1034-217

EPISODE #

1034/217

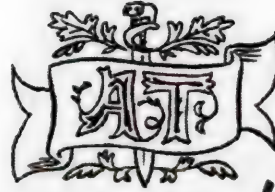
Production:

1034/217

1034/217

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ADVENTURE TIME



Page **233**

Sc. **176 cont** Pnl. **B**

Bg.

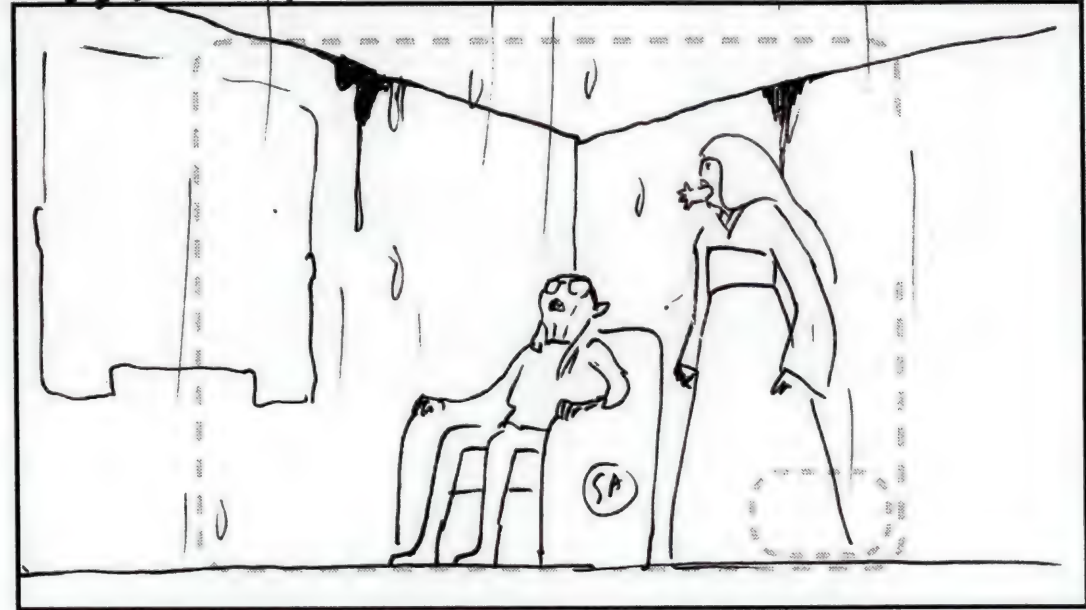
day night



Sc. **176 cont** Pnl. **C**

Bg.

day night



Dialog:

moon
(OS)

PIGS!

SFX

→ (rain SFX cont)

Action:

- violent tremble - colorful ooze comes out of wall/cieling

APR 28 2011

Timing:

EPISODE # 1034-217

Production:

1034/217

1034/217

ADVENTURE TIME

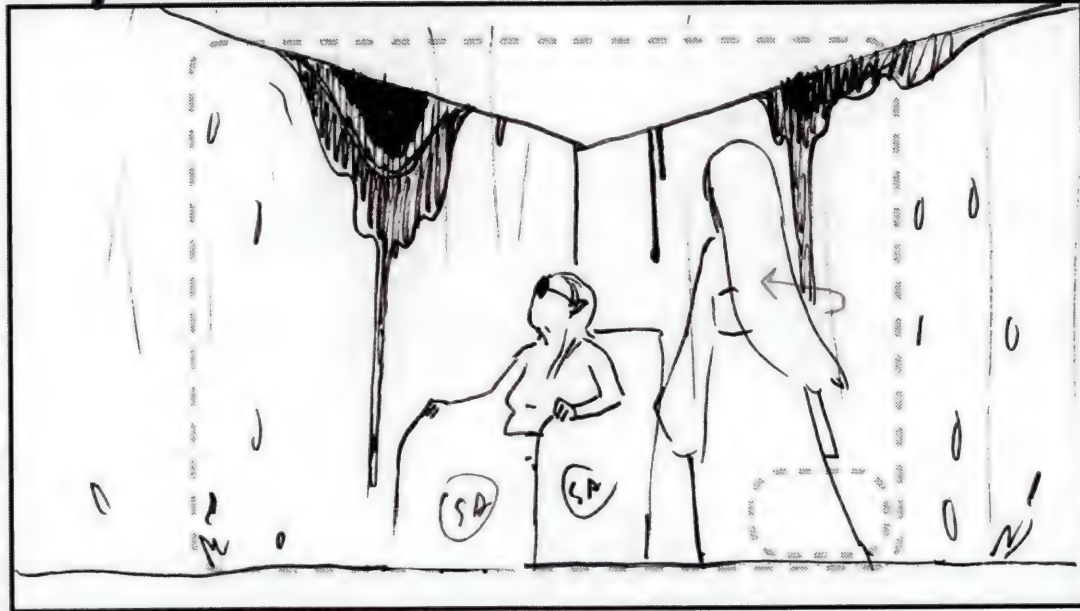


Page **234**

Sc. **176 cont** Pnl. **D**

Bg.

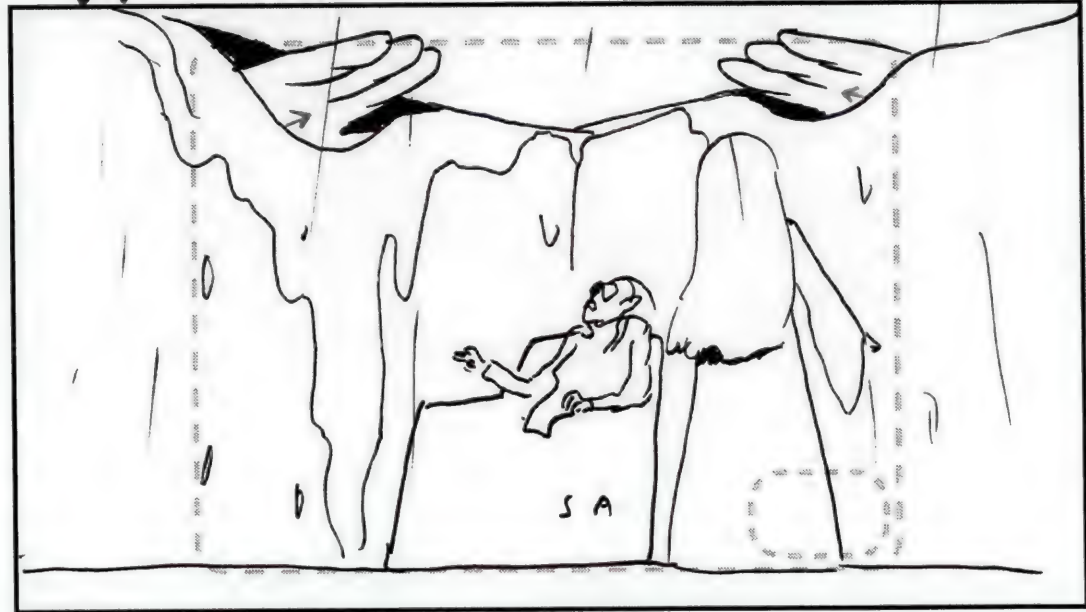
day night



Sc. **176 cont** Pnl. **E**

Bg.

day night



Dialog:

rain sfx cont

Action:

- large scale hands of the Moon **IN**

APR 28 2015

Timing:

EPISODE # 1034-217

Production:

1034/217

1034/217

1034/217

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ADVENTURE TIME



Page **235**

Sc. **176 cont** Pnl. **F**

Bg.

day night

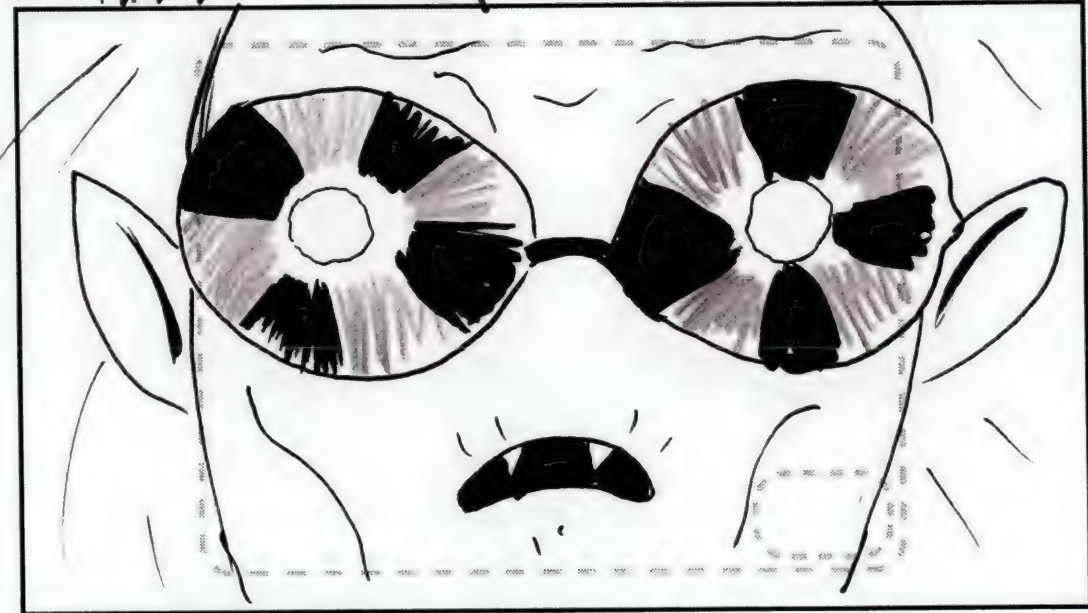


Sc. **177**

Pnl. **A**

Bg.

day night



Dialog:

moon
vo **PIGS!**

MARCELINE : YOU...

Action:

- HANDS PULL ROOM OPEN.

- moon's reflection in Marceline's glasses

APR 28 2015

Timing:

EPISODE # 1034-217

Production:

1034/217

1034/217

1034/217

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ADVENTURE TIME

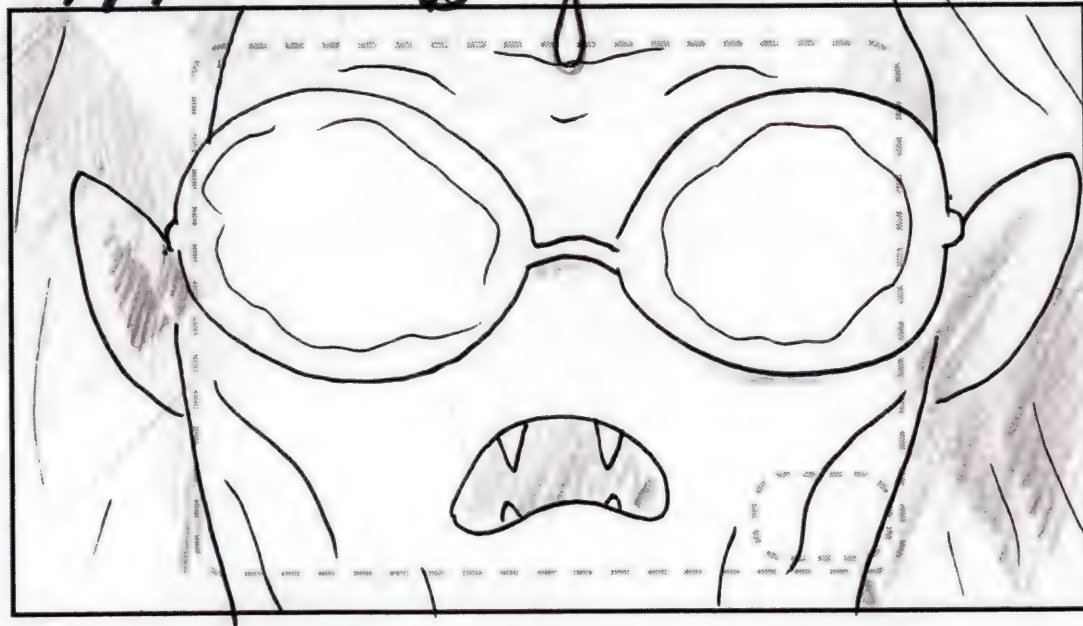


Page **236**

Sc. **177** CONT Pnl. **B**

Bg.

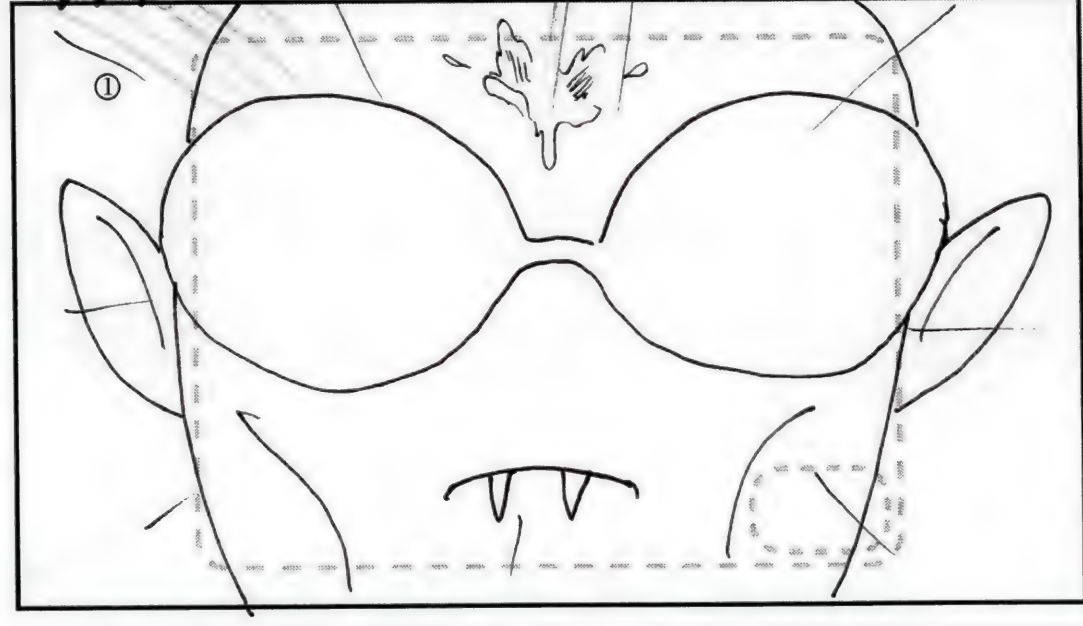
day night



Sc. **177** CONT Pnl. **C**

Bg.

day night



Dialog:

(PB) (OS) Marceline!

(Sfx) splat!

Action:

- Brightness of reflection intensifies
Cold Blue light

- DROP HITS M'S FOREHEAD

APR 28 2015

Timing:



EPISODE # 1034-217

Production:

1034/217

1034/217

ADVENTURE TIME



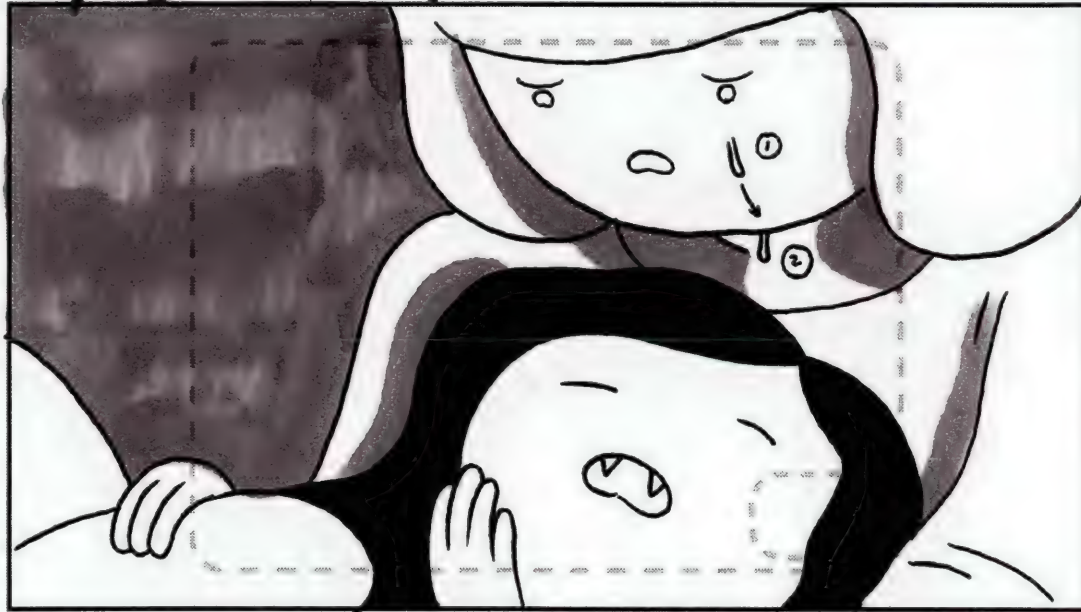
Page **237**

Sc. **178**

Pnl. **A**

Bg.

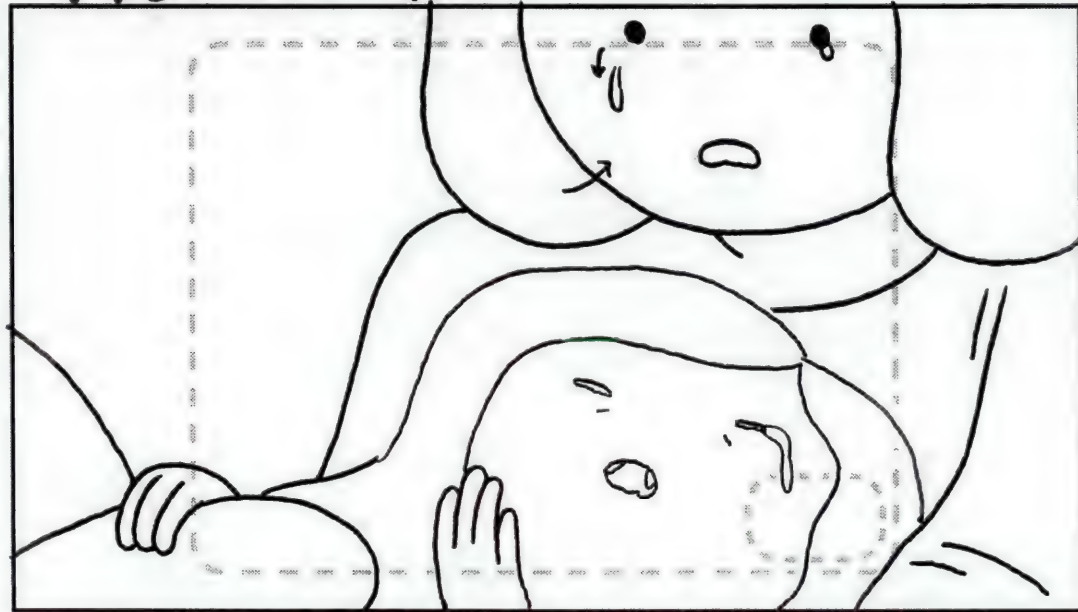
day night



Sc. **178 cont** Pnl. **B**

Bg.

day night



Dialog: MOON (os) / PIGS! PIGS!
(rattle rattle)

Sfx/ : CLICK CLICK :

Action: - CUT BACK TO CABINET.

Timing:



APR 28 2015

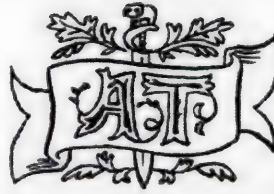
EPISODE # 1034-217

Production:

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1034/217

ADVENTURE TIME

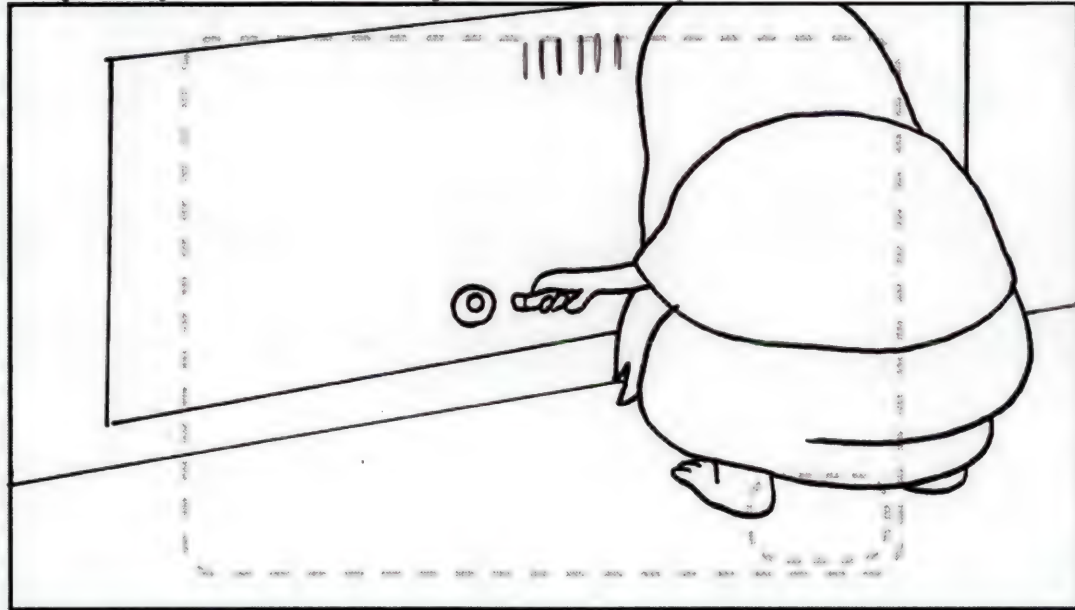


Sc. **179**

Pnl. **A**

Bg.

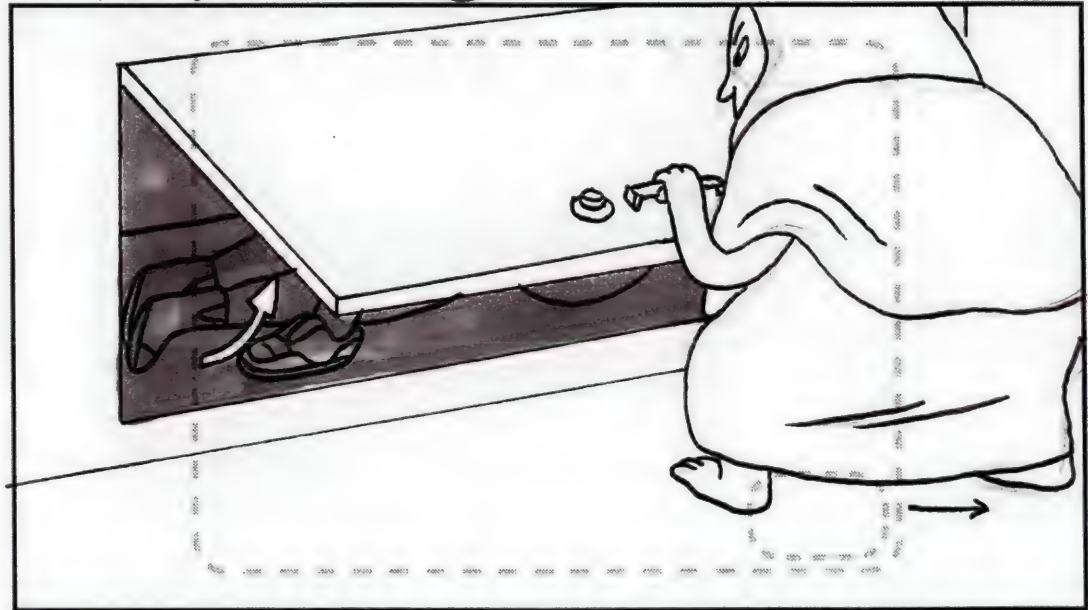
day night



Sc. **179cont** Pnl. **B**

Bg.

Page **230**
day night



Dialog:

MOON : Uh HEH HEH ...

Action:

-MOON PULLS OPEN UNLOCKED CABINET.
APR 28 2015

Timing:

EPISODE # 1034-217

Production:

1034/217

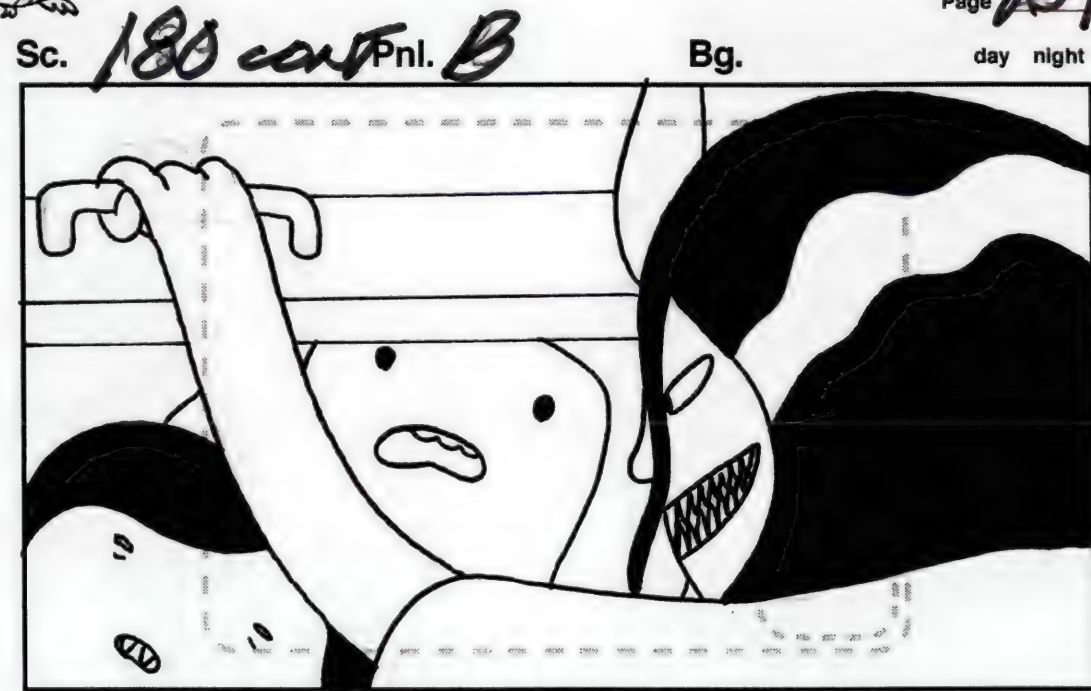
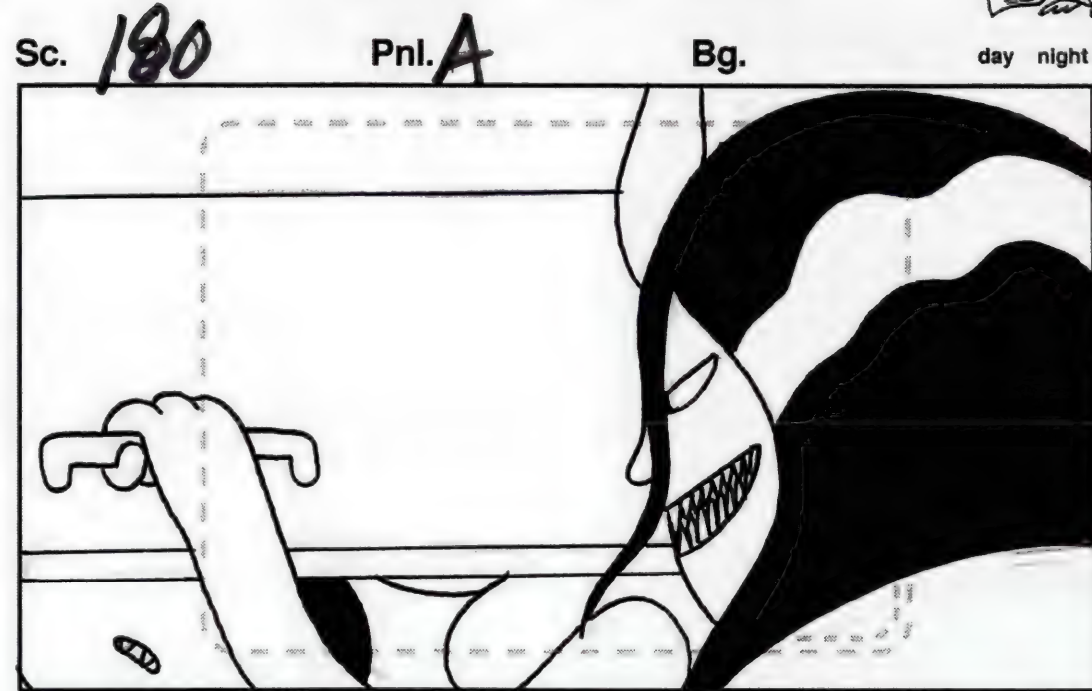
1034/217

1034/217

ADVENTURE TIME



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Dialog:

Moon: Ha Ha Ha

PB/ Did you just yell "pigs" at the lock until it opened?

Action:

APR 28 2015

Timing:

1034-217

EPISODE #

1034/217

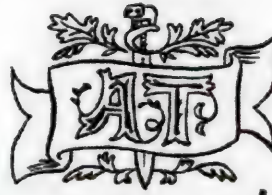
Production:

1034/217

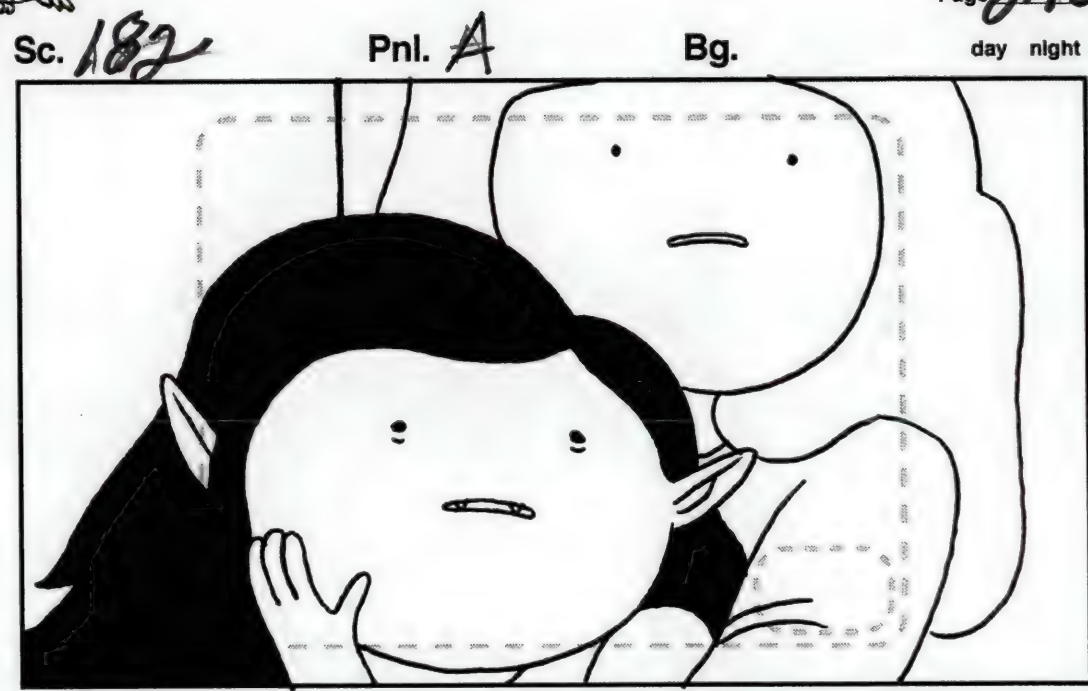
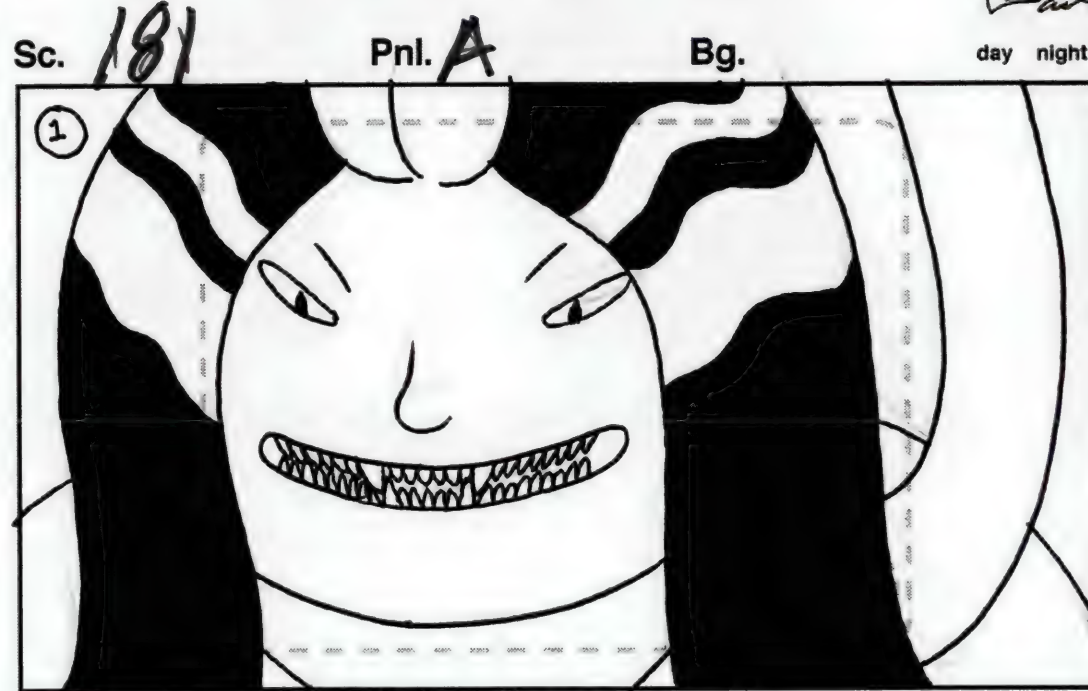
1034/217

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ADVENTURE TIME



Page **240**
day night



Dialog:

MOON/ YEEEEEEE
(LONG YES)

Action:

Timing:



start pose

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1034/217

Production:

1034/217

1034/217

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ADVENTURE TIME

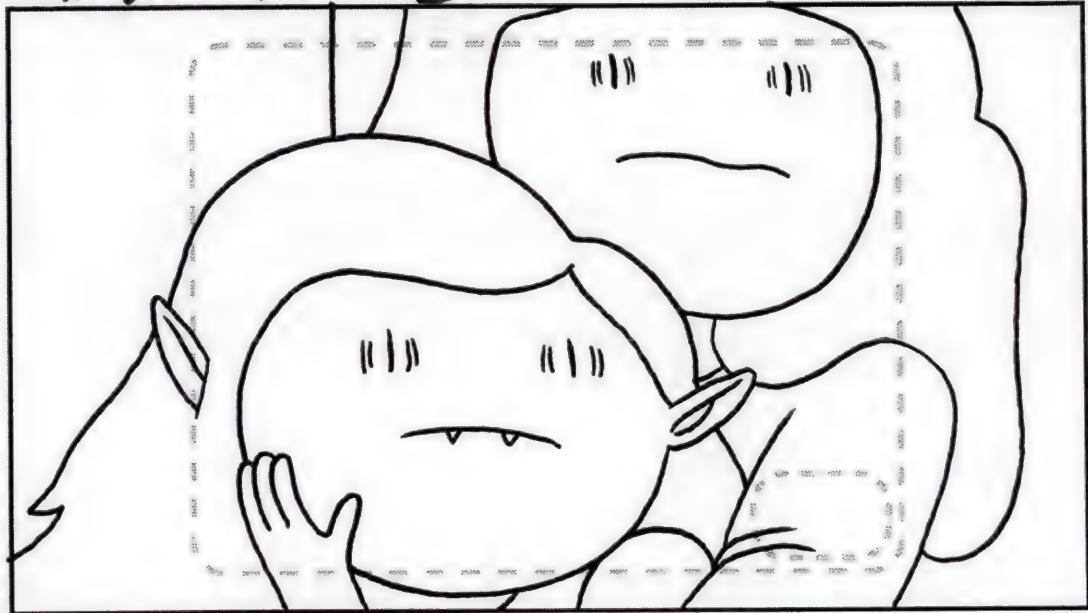


Page **24**

Sc. **182 cont** Pnl. **B**

Bg.

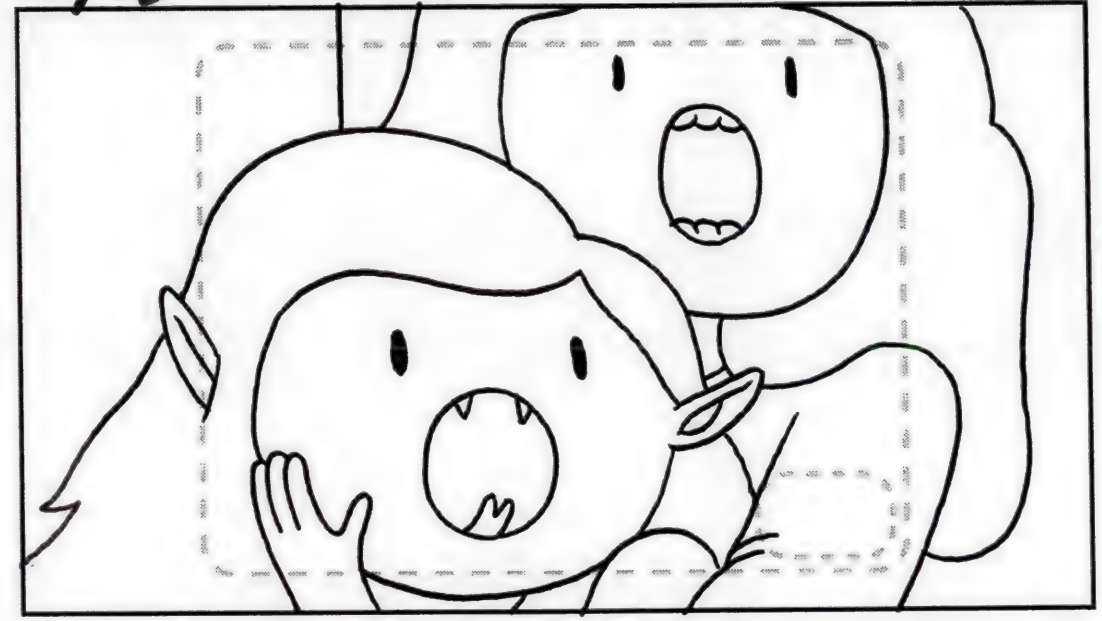
day night



Sc. **182 cont** Pnl. **C**

Bg.

day night



Dialog:	<p><i>sfx/ CHUNK</i></p> <p><i>Marci+PB/ OH!!</i></p>
Action:	
Timing:	<p>APR 28 2015</p>

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Production:

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1034/217

1034/217

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ADVENTURE TIME

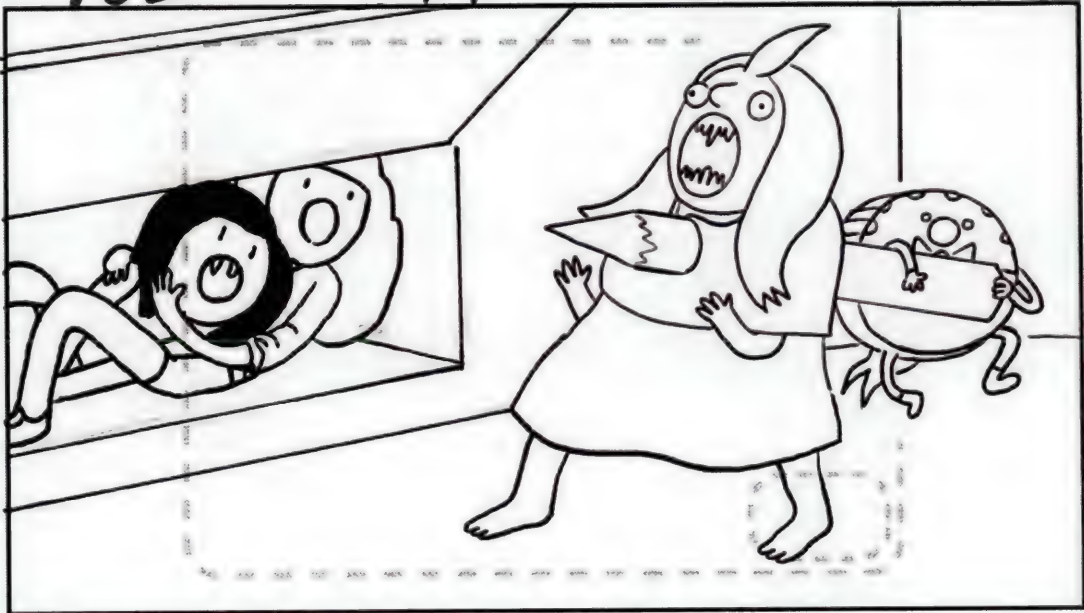


Sc. 183

Pnl. A

Bg.

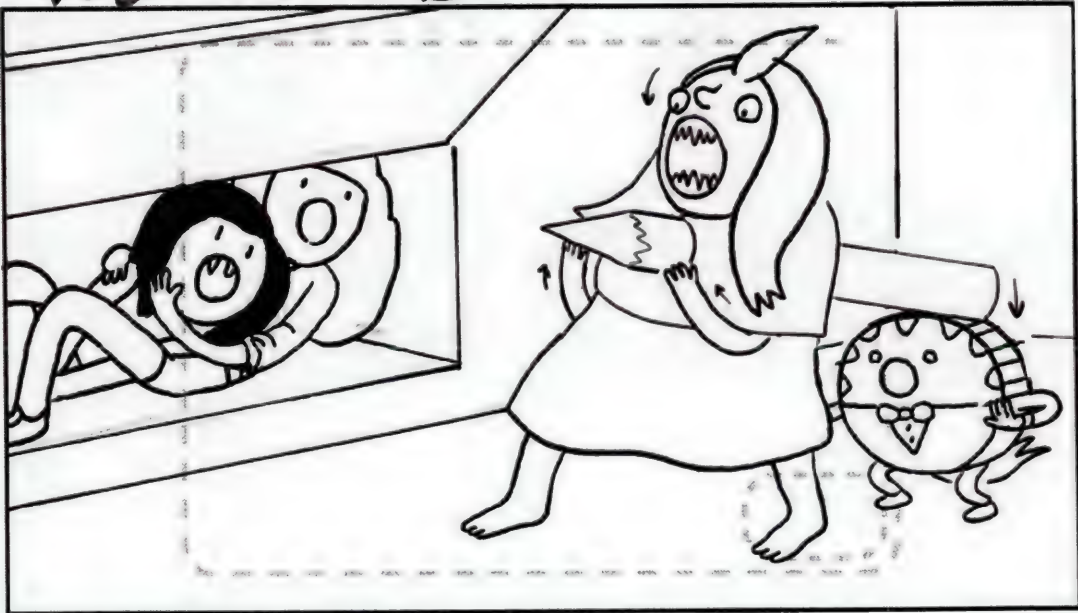
day night



Sc. 183 cont Pnl. B

Bg.

day night



Dialog:

PButler/ IN -

PBut/ - YOUR

Action:

APR 28 2015

Timing:

EPISODE #

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Production:

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1034/217

1034/217

ADVENTURE TIME

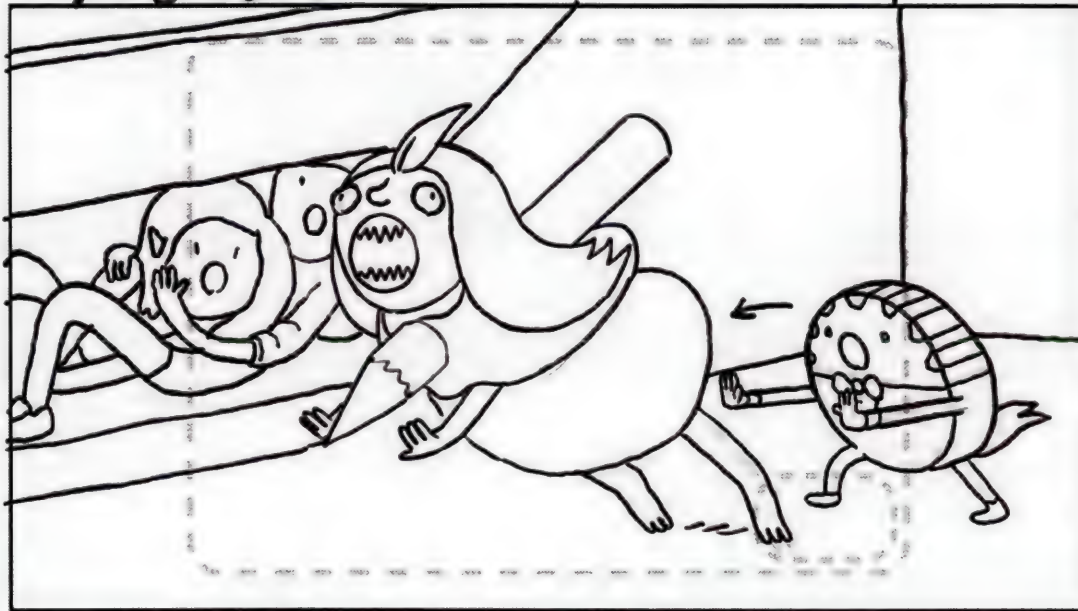


Page **243**

Sc. **183 cont** Pnl. **C**

Bg.

day night

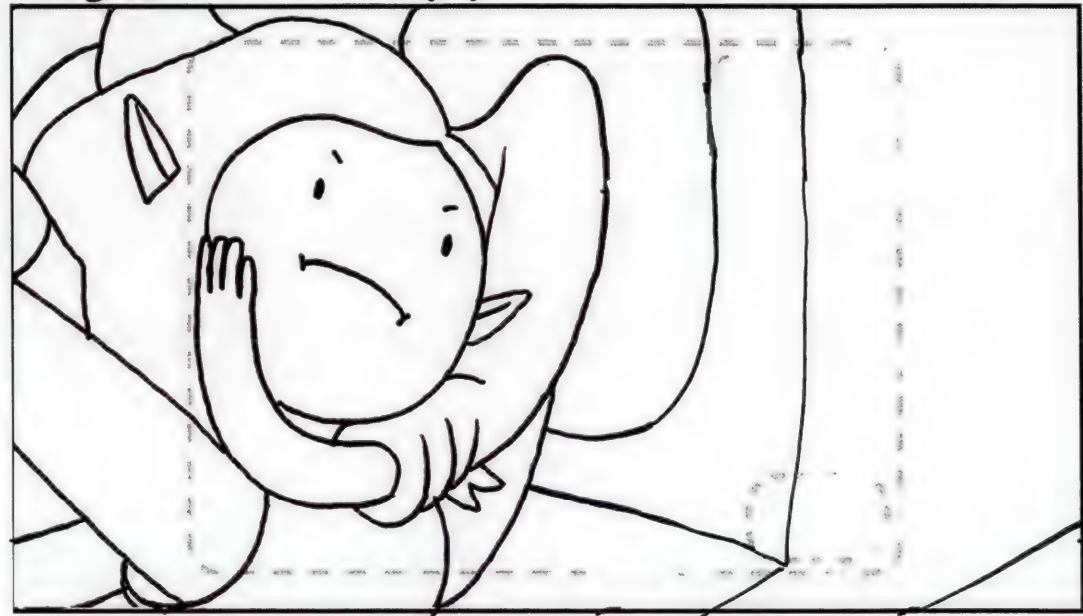


Sc. **184**

Pnl. **A**

Bg.

day night



Dialog:

Pep But / - FACE !

Action:

APR 28 2015

Timing:

EPISODE # 1034-217

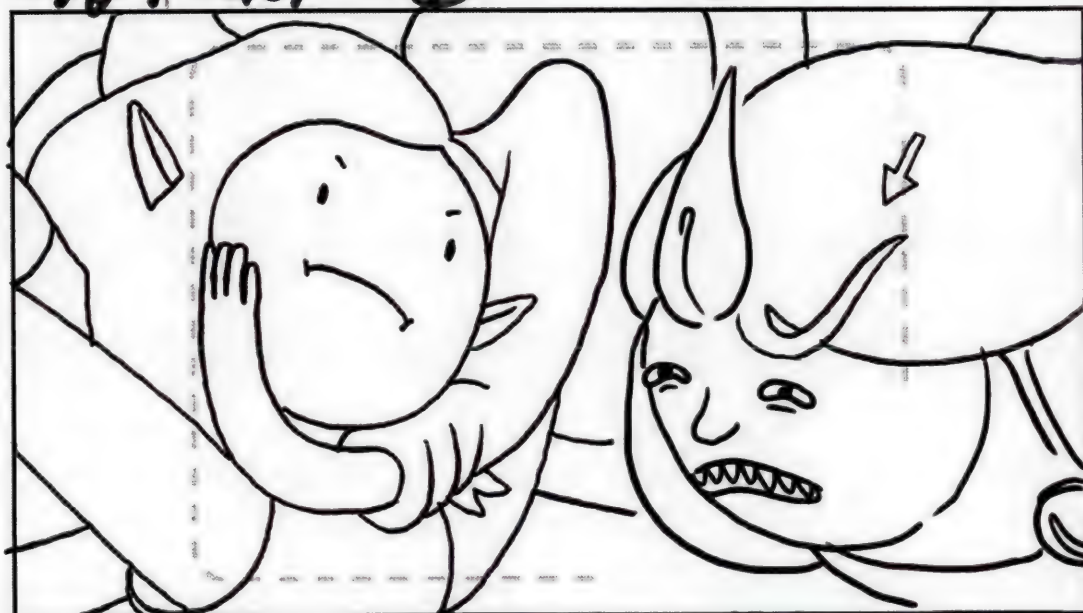
Production:

1034/217

1034/217

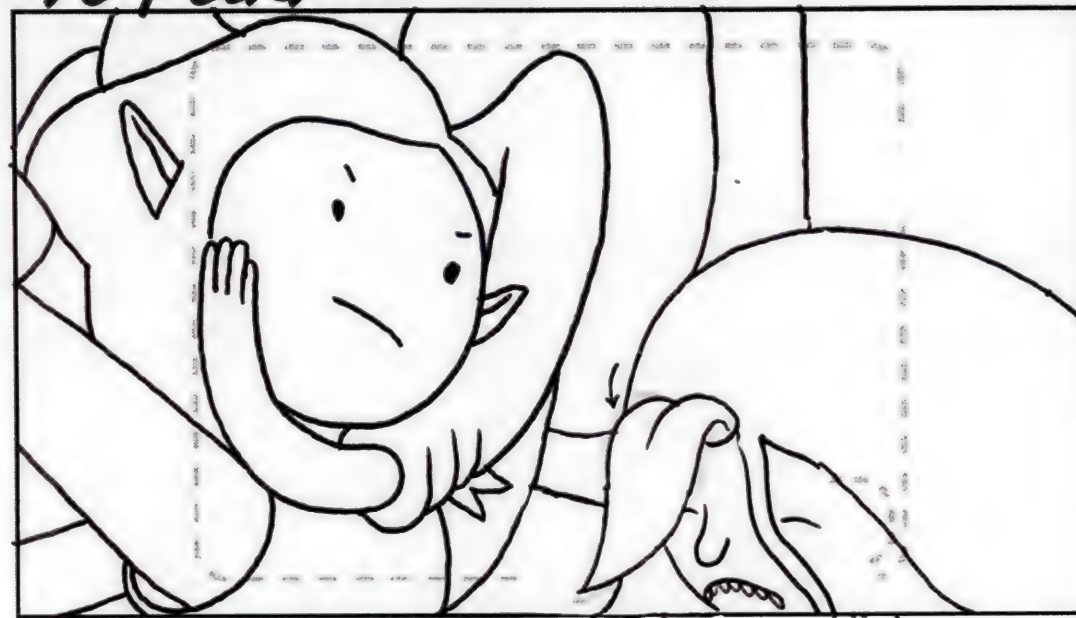
Sc. 184 cont Pnl. B

day night



Sc 184 cont Pnl. C

day night



MOEN/①OFF! ② ONCH!

PB: MARCI NOW!

- MOON FALLS QN/S.

Timing:

ARK 28 2015

EPISODE #

Production:

1034-217

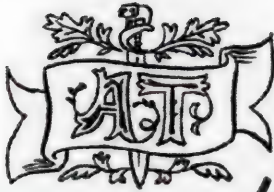
1034/217

1034/217

1034/217

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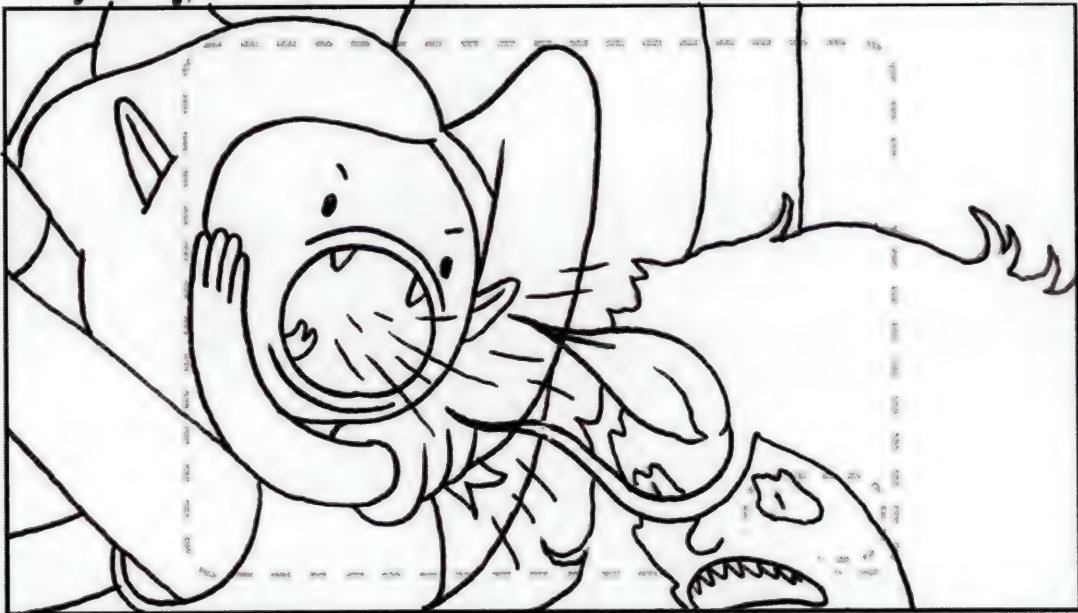
ADVENTURE TIME



Sc. 184 CONT Pnl. D

Bg.

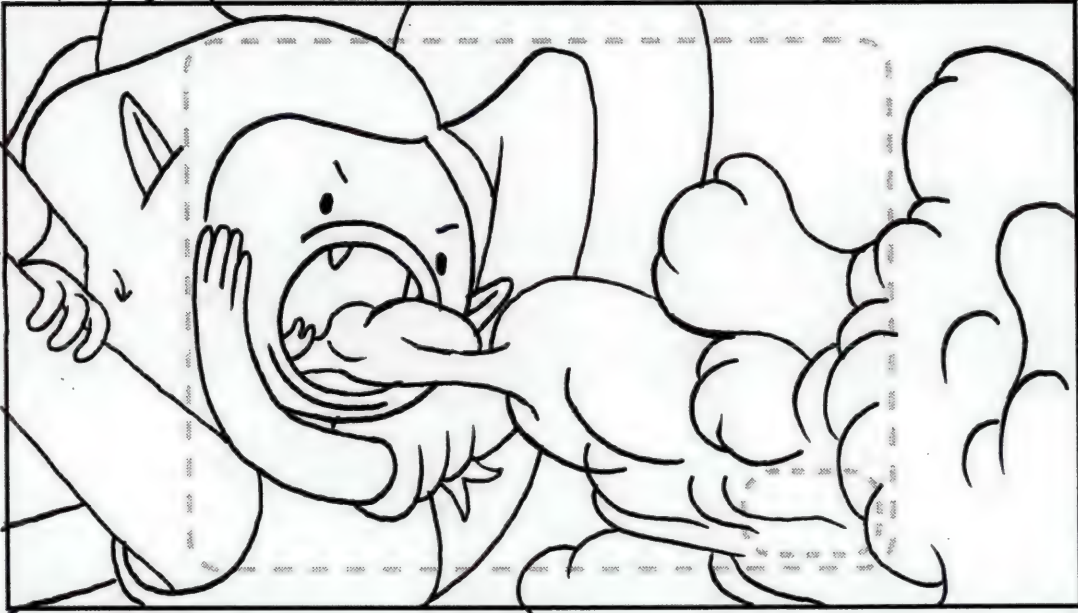
day night



Sc. 184 CONT Pnl. E

Bg.

day night



Dialog:

Marceline / SSSUUU ————— C C C K K

Action:

- MARCELINE USES SOUL-SUCKING POWERS.

MOON explodes into GLITTER smoke

APR 28 2015

Timing:

EPISODE #

1034-217

Production:

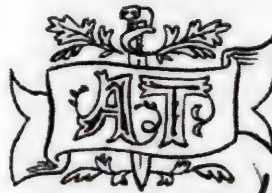
1034/217

1034/217

1034/217

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ADVENTURE TIME

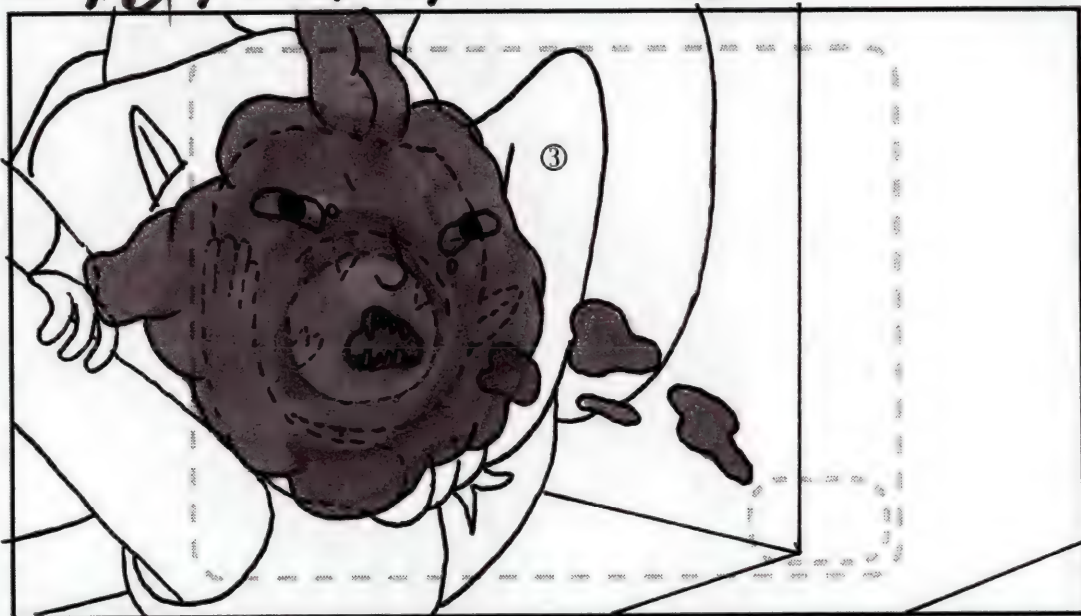


Page 246
246A NEXT
day night

Sc. 184 cont Pnl. F

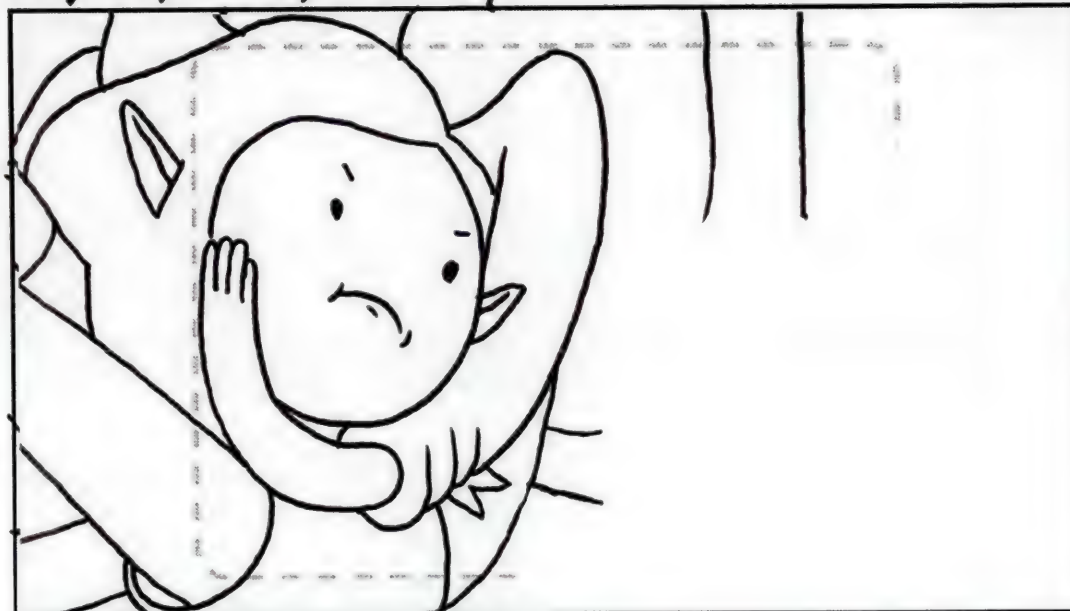
Bg.

day night



Sc. 184 cont Pnl. G

Bg.



Dialog:

sfx: screeching sounds

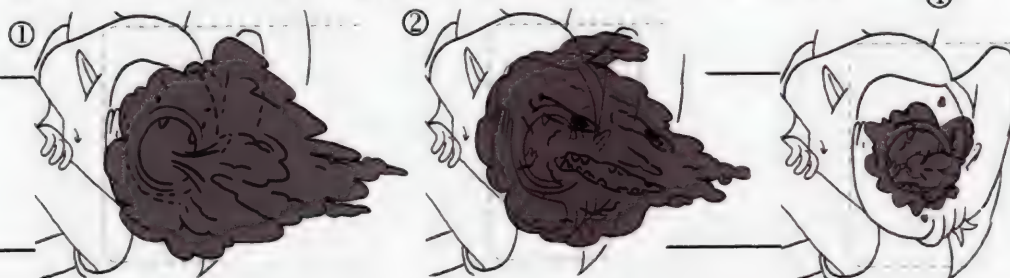
Action:

- MARCELINE ABSORBS HEALING POWERS.

- MARCELINE HEALS INSTANTLY

APR 28 2015

Timing:



EPISODE #

1034-217

1034/217

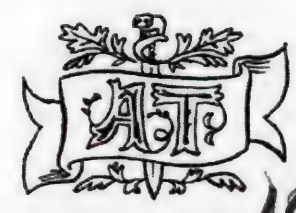
Production:

1034/217

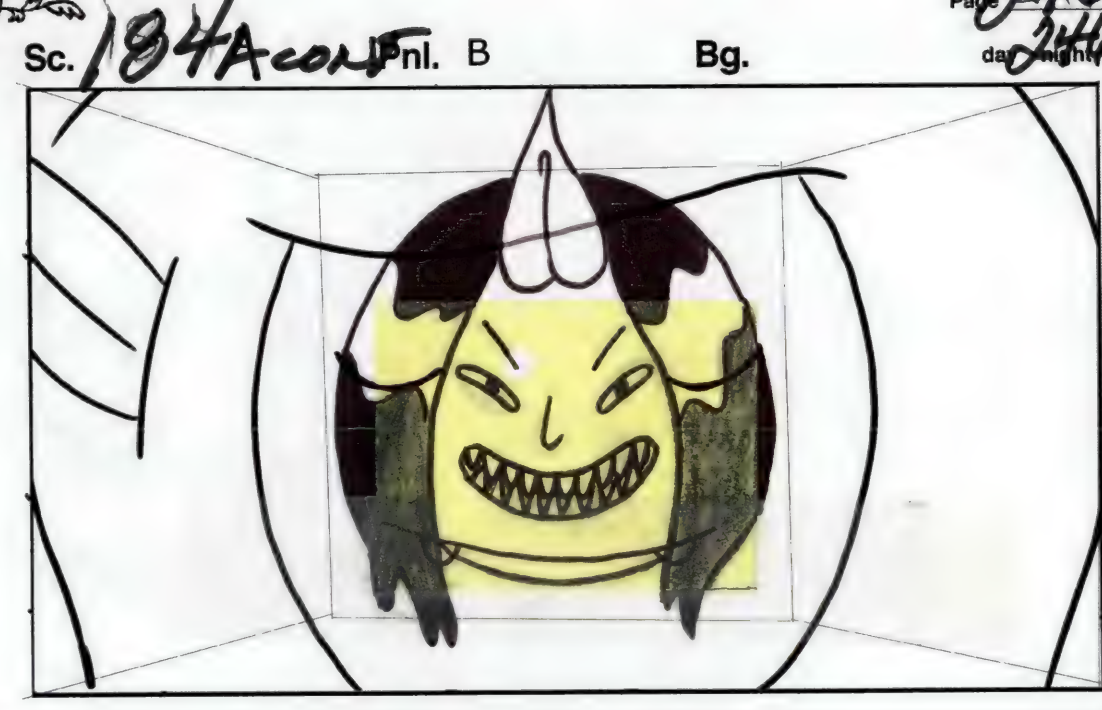
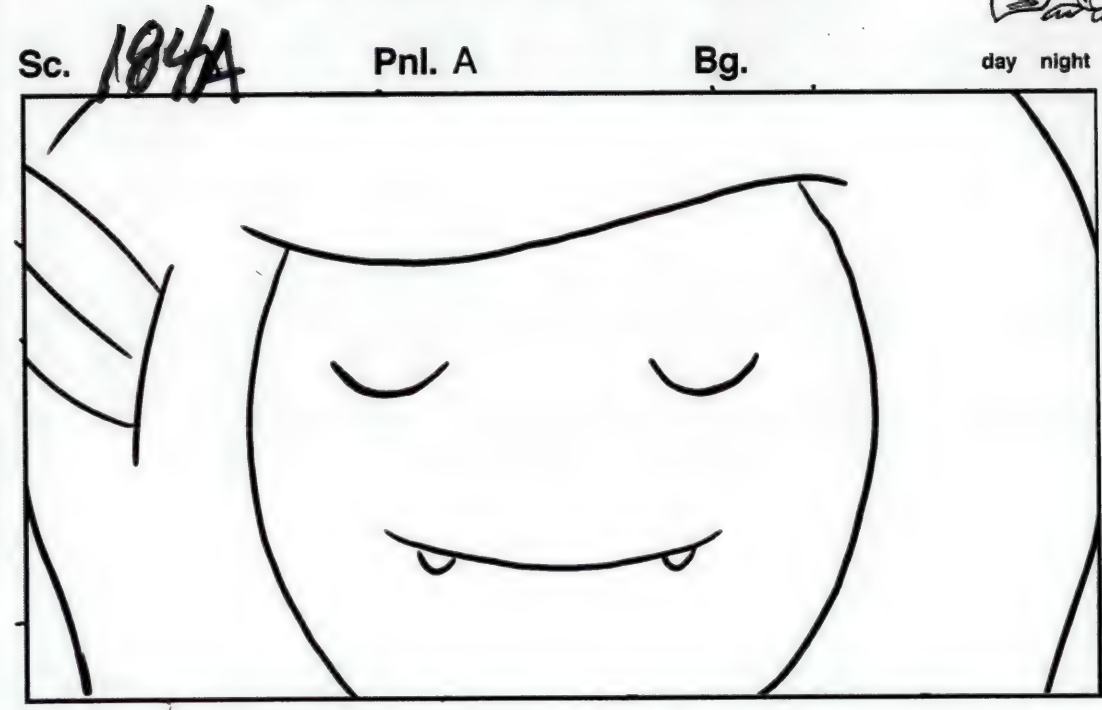
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1034/217

ADVENTURE TIME



Page **246A**
246B NEXT
day night



Dialog:	Moon: Heh heh heh
Action:	Moon's face zooms in, then fades out
Timing:	

APR 2-8 2015

EPISODE #
1034-217

Production:

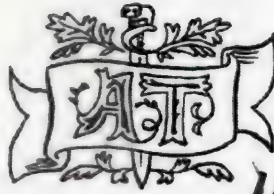
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1034/217

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ADVENTURE TIME



Sc. 184B

Pnl. A

Bg.

day night

Sc.

184C

Pnl. A

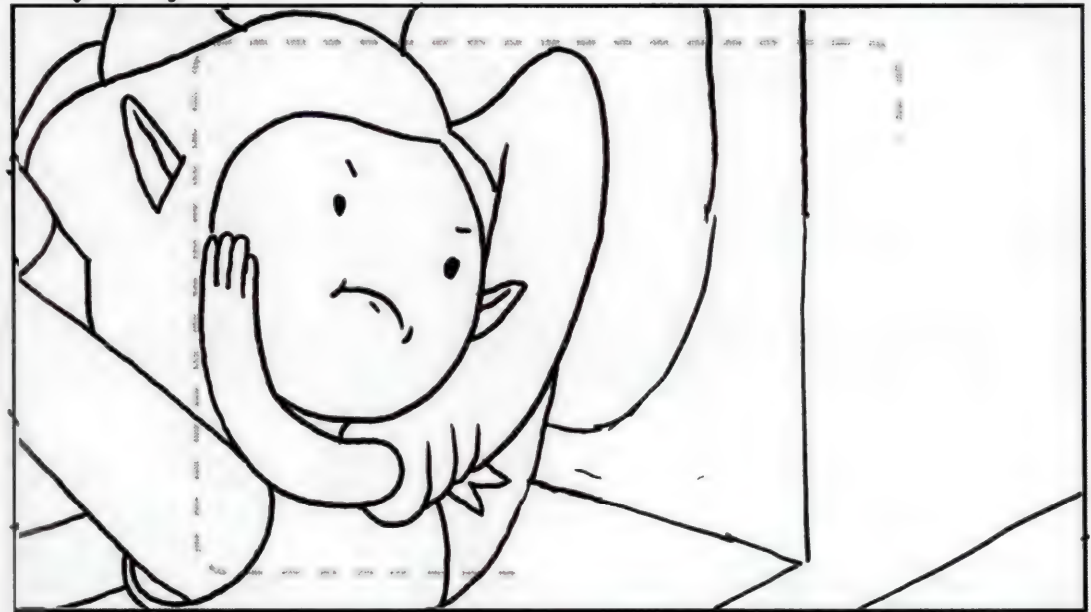
Bg.

Page

246B

day night

246C NEXT



Dialog:

sfx: sizzling sound

Action:

- MARCELINE HEALS INSTANTLY

Timing:



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Production:

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1034/217

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ADVENTURE TIME



Sc.

184C cont

Pnl. B

Bg.

day night

Sc.

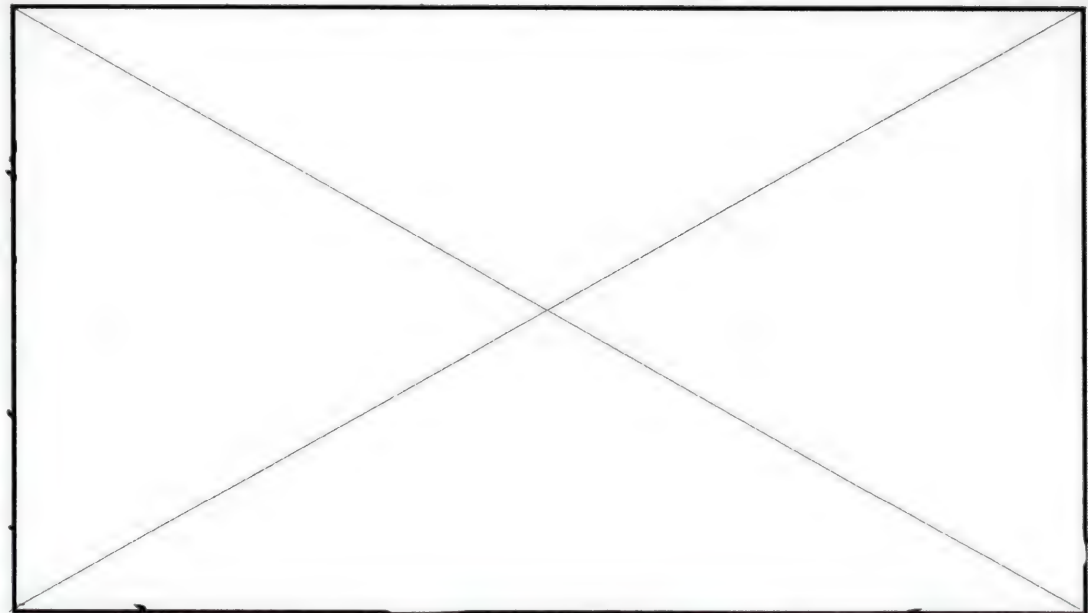
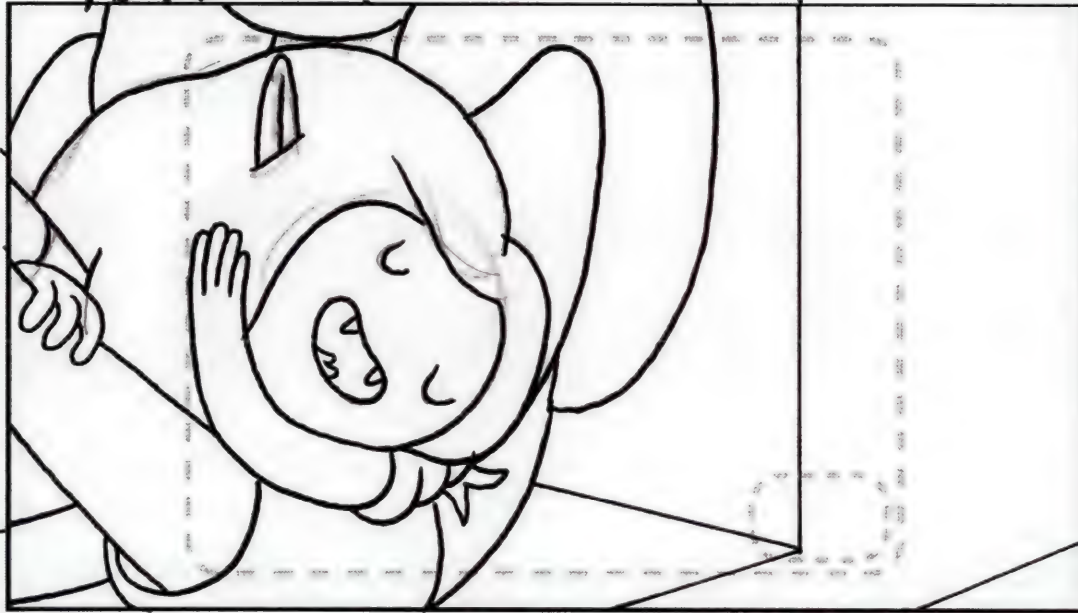
Pnl.

Bg.

Page

246C
247 NEXT

day



Dialog:

Marceline / AHH !!

Action:

APR 28 2015

Timing:

EPISODE #

1034-217

Production:

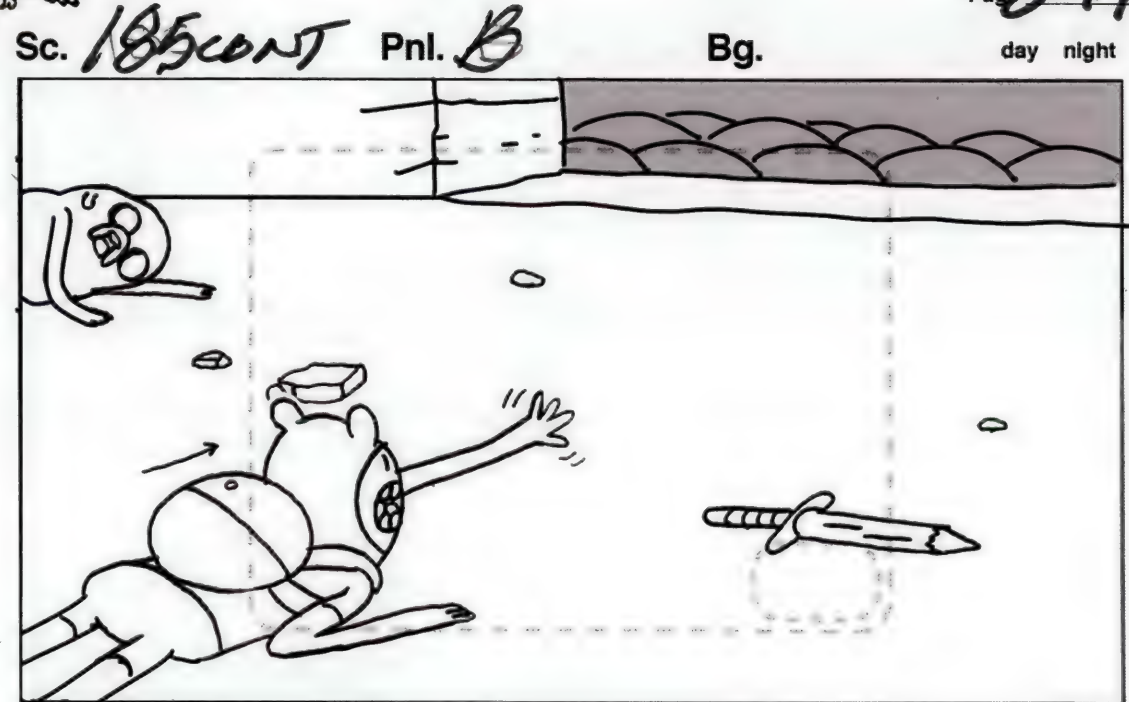
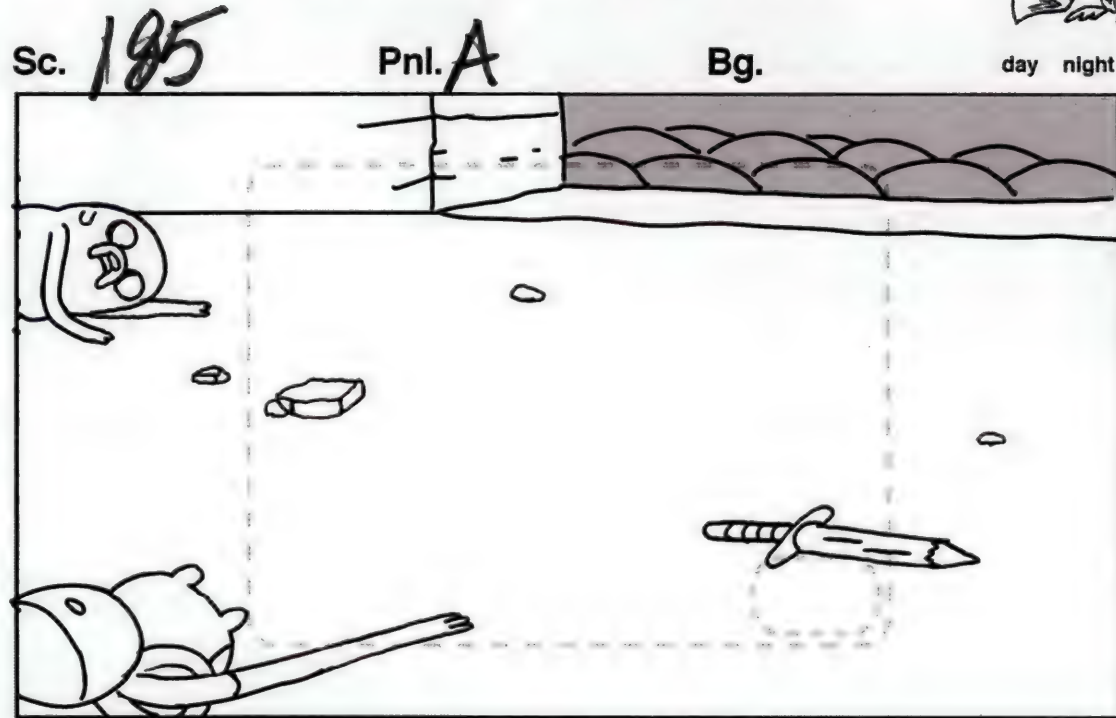
1034/217

1034/217

ADVENTURE TIME



Page **247**
day night



Dialog:	<u>Finn</u> HUUUNGG → <u>Jake</u> / Finn.
Action:	-FINN REACHES FOR STAKE SWORD. APR 28 2015
Timing:	

EPISODE # **1034-217**
1034/217
Production:

1034/217

1034/217

ADVENTURE TIME

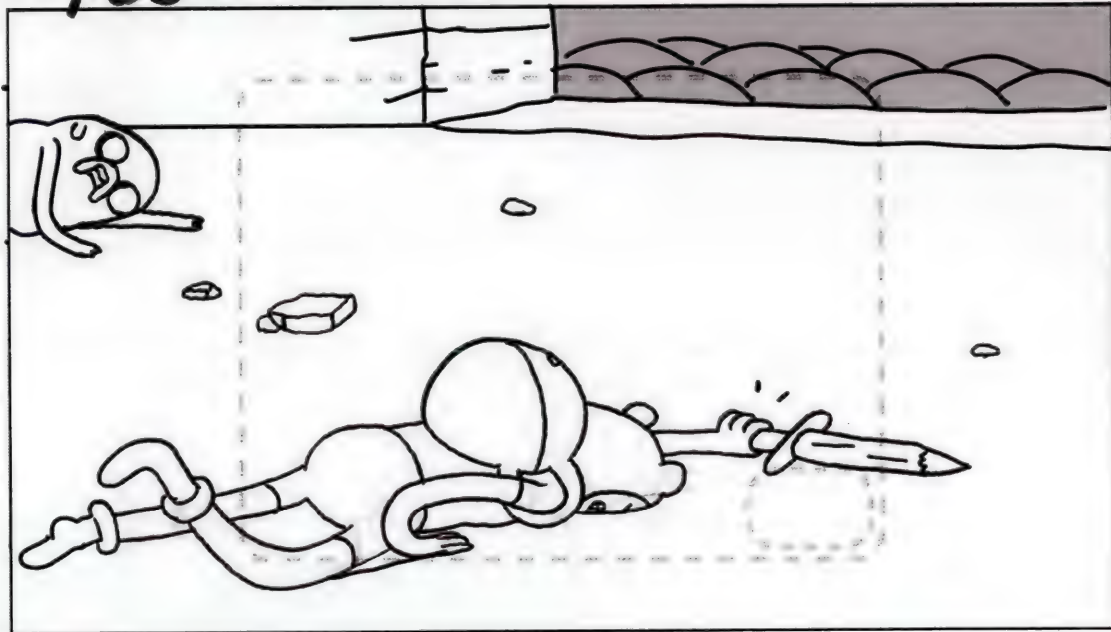


Page **248**
day night

Sc. **185 CONT** Pnl. **C**

Bg.

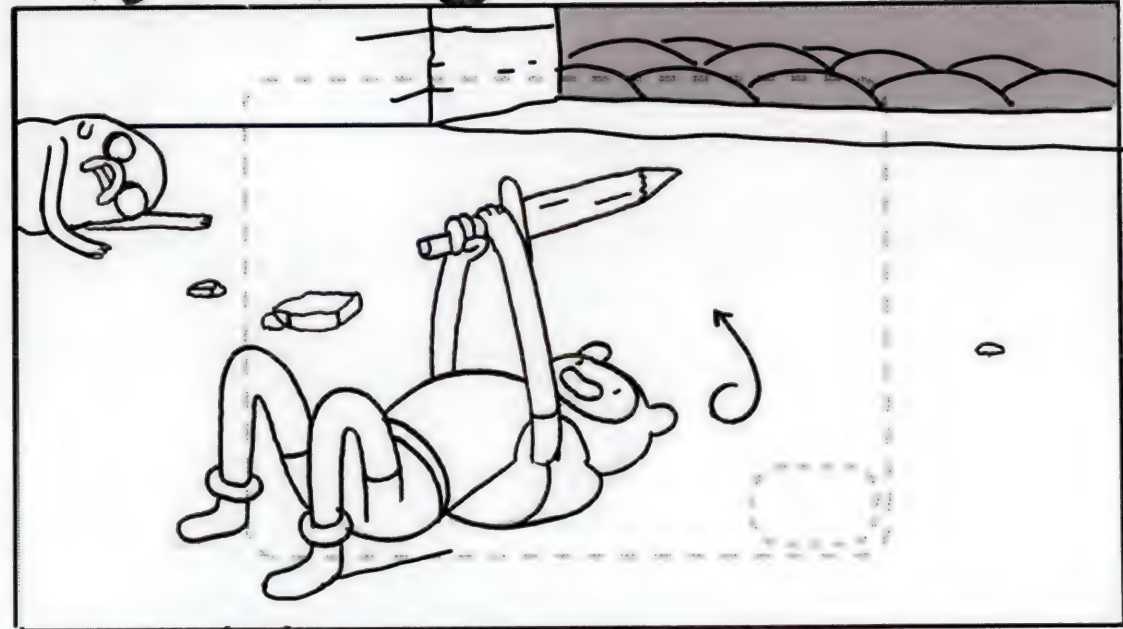
day night



Sc. **185 CONT** Pnl. **D**

Bg.

day night



Dialog:

F/ UNH!

Finn/ YES HAHA!

Action:

-F. GRABS SWORD

-F. TURNS AROUND.

APR 28 2015

Timing:

EPISODE #

1034-217

1034/217

Production:

1034/217

1034/217

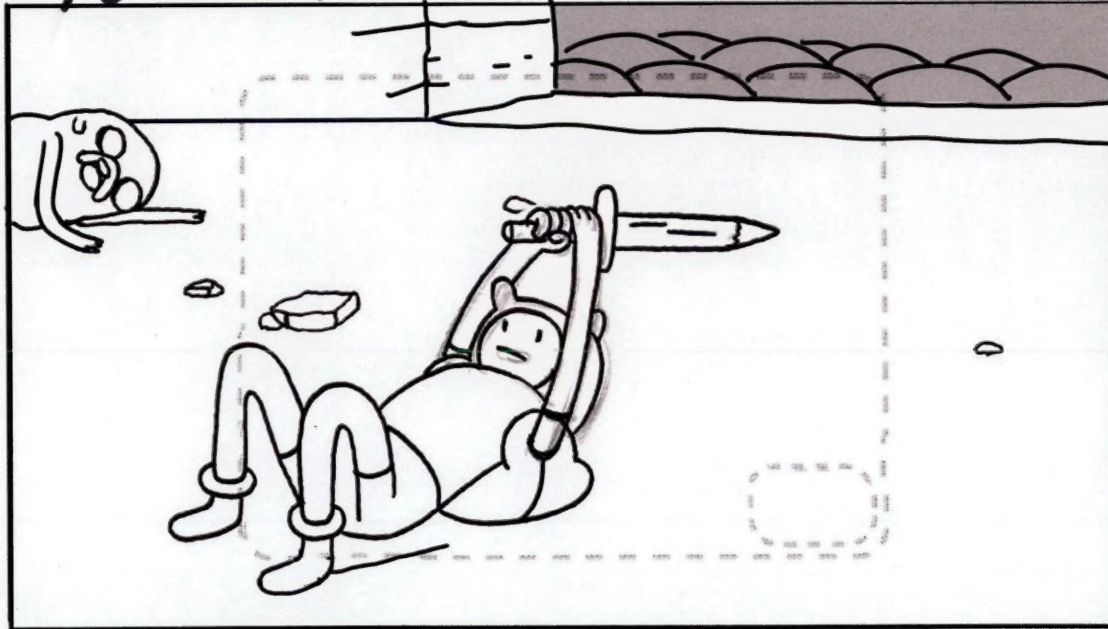
ADVENTURE TIME



Sc. 185 CONT Pnl. E

Bg.

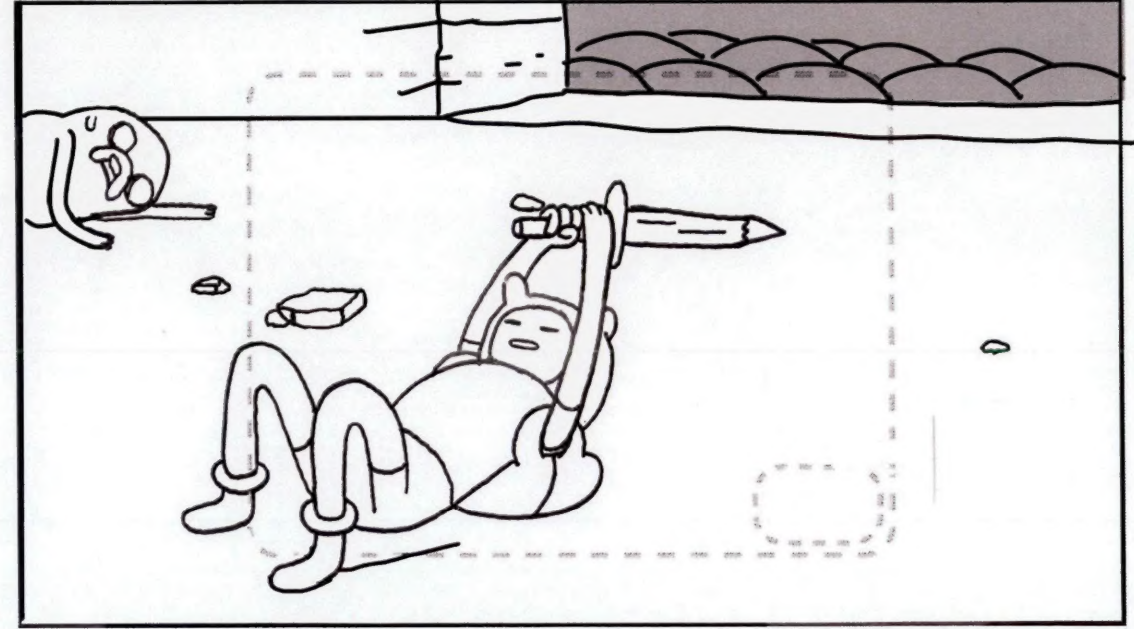
day night



Sc. 185 CONT Pnl. F

Bg.

day night



Dialog:

Take/ Finn she's dead.

F/ Oh thank Glob.

Action:

Timing:

APR 2-8 2015

EPISODE #

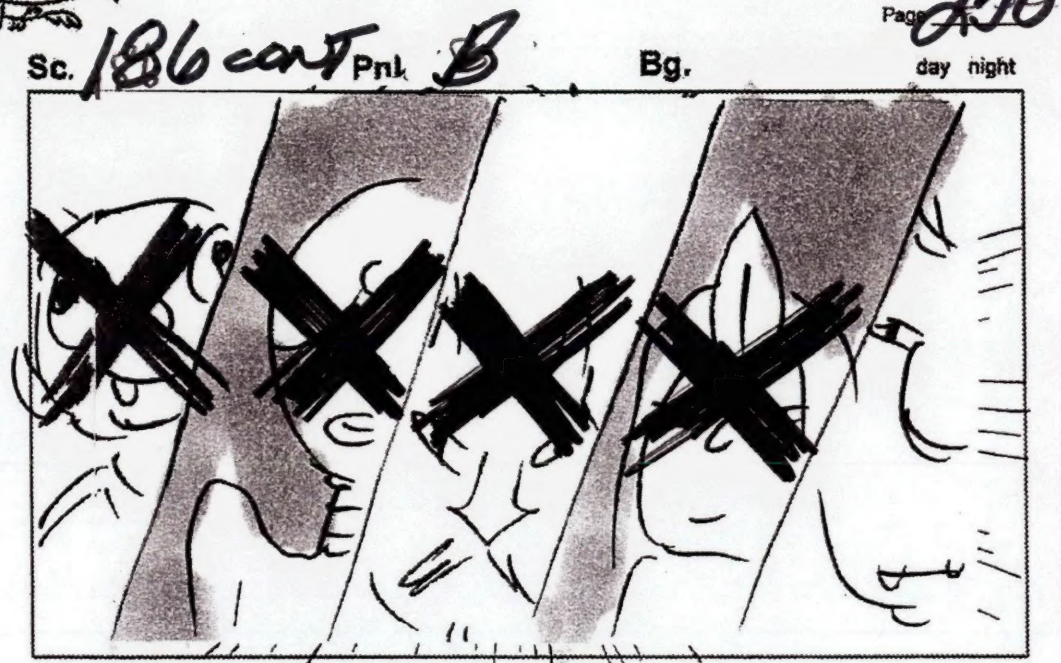
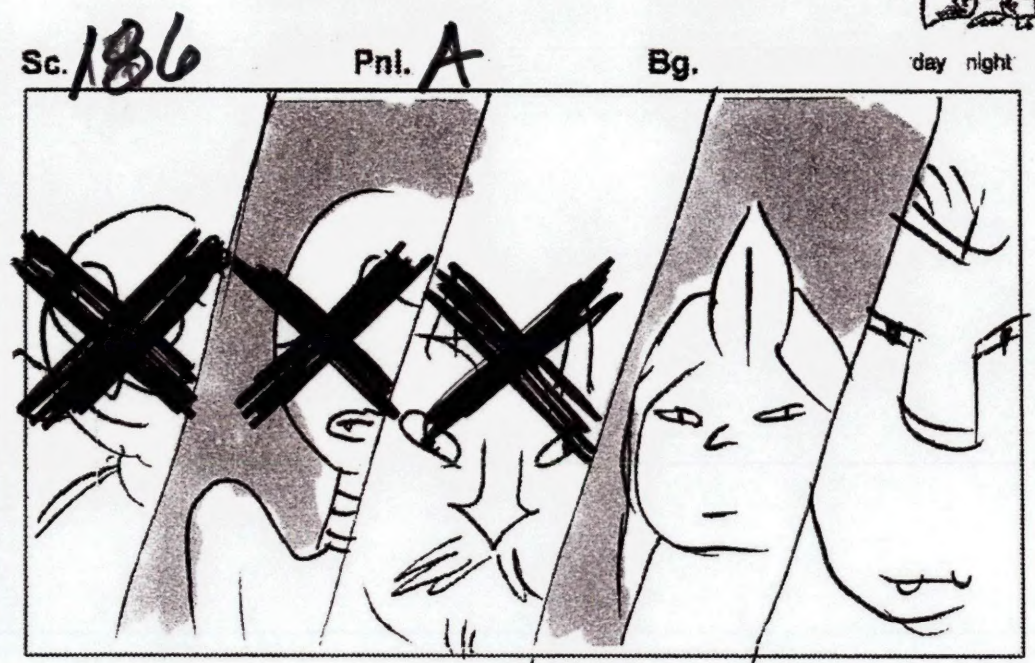
1034-217

1034/217

Production:

1034/217

ADVENTURE TIME



Dialog:

ADD IN POST

(SFX:) **BAM!**

Action:

-X APPEARS OVER THE MOON.

Timing:

END!

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END

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Production :

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ADVENTURE TIME



Sc. 187

Pnl. A

Bg.

day night

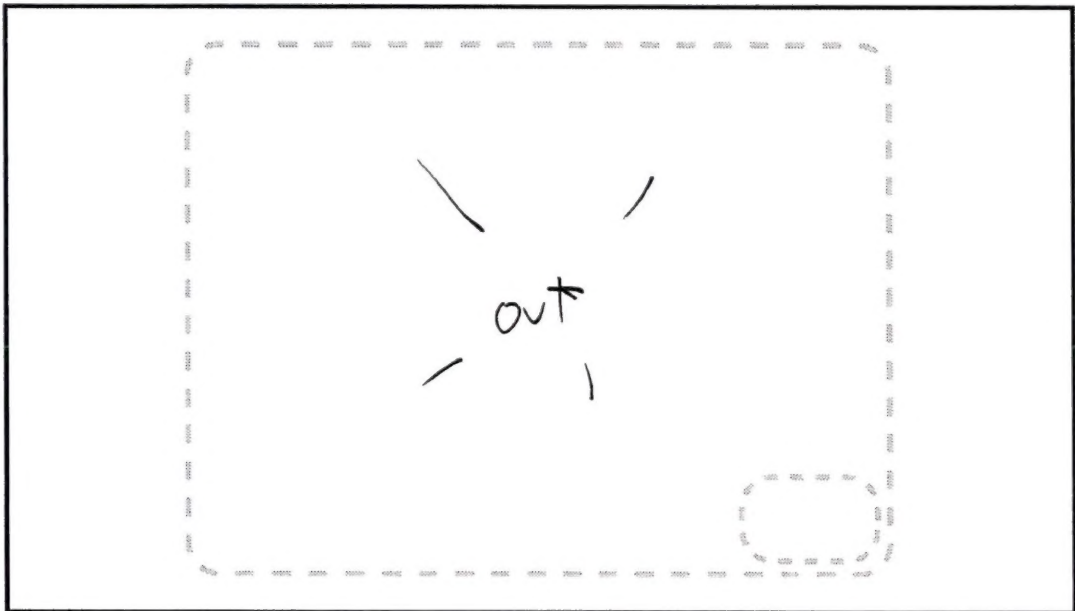


Sc.

Pnl.

Bg.

day night



Dialog: MOON / [laughter]

Action:

APR 28 2015

Timing:

Int. Alt. for sc 135

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1034-217

Production:

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ADVENTURE TIME



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Sc. 188

Pnl. A

Bg.

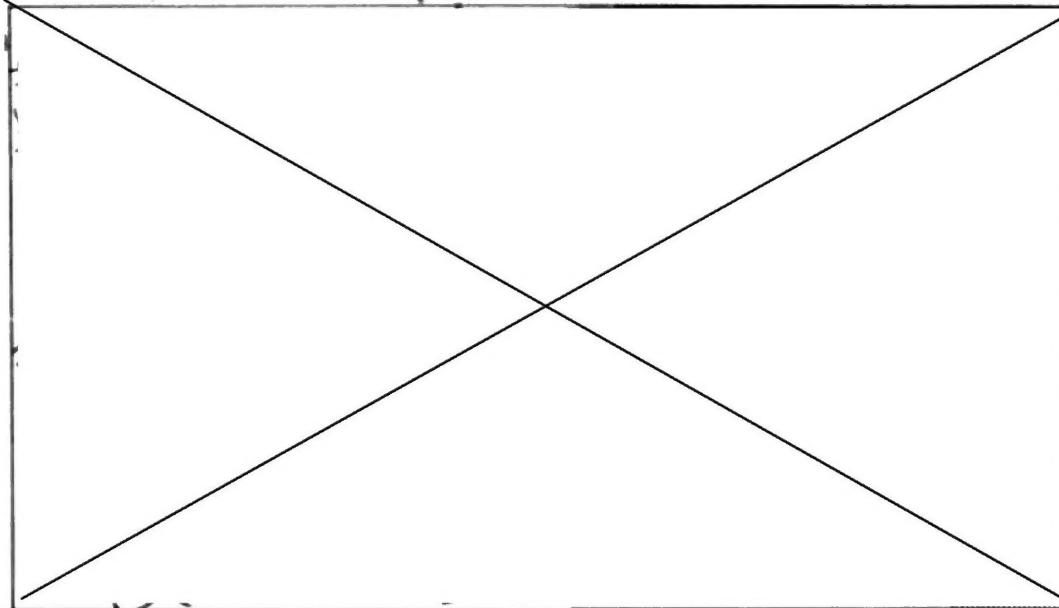


Sc.

Pnl.

Bg.

day night



Dialog:

PB/ It's locked dim-bulb!

Action:

sfx/(jiggle jiggle)

Timing:

Int. Alt. for sc160

EPISODE #

1034-217

Production:

1034/217

1034/217